

Serenity Wars

So long, my love.



An Onionbat™ Guide





Credits

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Characters

Meet the New York Combat Revue!

Protecting New York City from ancient demons is a tough job which requires both a keen battle sense and exceptional judgment of character! Here are the people who will help you in your task. Get to know them well, because more so in this series than other role-playing games, to have a single chance of victory, *intimate* knowledge of your teammates is an absolute must.

Shinjiro Taiga

"I'll Show My Samurai Spirit!"

--The Person--

Age: 19

DOB: 8/20/1908

Height: 5'5"

Weight: 130 lbs.

Blood Type: A

Place of Origin: Tochigi, Japan

A young Navy Lieutenant from Japan who's become the new captain of the New York Combat Revue, STAR Division. He is talented physically and academically, and addresses every problem wholeheartedly. However, his straightforwardness often causes problems. He has admired his uncle, Ogami Ichiro (the main protagonist of previous *Sakura Wars* games), since childhood.

--Taming The Taiga (Adventure Mode Tips)--

You play the part of Shinjiro. Your decisions affect the overall difficulty of the game. For the most part, potential decisions are clearly spelled out for you so that it's tough to make mistakes. However, it's important to know that Shinjiro does have a character of his own, and it includes more than a small amount of naivete. This can result in some responses carrying somewhat different meanings than what you thought they would have. When making decisions with Shinjiro—especially ones involving dialogue—it's a good idea to ask yourself in the back of your mind, "what would a straightforward, somewhat naive person do in this situation?" If you consider yourself a genre-savvy player, consider dialing said savviness back a bit, and you'll find you have an easier go of things overall.



- *Whoops! We probably should have gone with something else here.*



--The Pilot--

STAR Specs:

FENIX SPA-05J Fujiyama-STAR

Weapon(s): Odachi x2, Kodachi x2

Ground Super Move: Mad Tiger's Fang

Aerial Super Move: Raging Tiger's Breath

Shinjiro's STAR makes use of the Kodachi and Odachi, short and long katanas, in a dual-wielding fashion. His style is almost the same as Ogami Ichiro's, both of them utilizing Ninten Ichi Ryu.

--Battle Strategy--

The bad news is that unlike every other unit in the game, absolutely all of Shinjiro's tactics rely on close-range, one-on-one combat. The good news is that he's *very good* at one-on-one combat. Use him to zero in on the weak points of particularly powerful enemies and bosses. His Super Moves are effective with this strategy as well. Unless you desperately need to heal, you should always switch him to the Shin stratagem before attacks, to make the most of his close-range power. Along with stratagem switching, he's also the only one who can willfully negate damage to himself and allies with the Protect command, and warp allies around the map with the Help Me! command. Do not take his abilities lightly.



- Very few characters—be they ally or enemy—can hold a candle to Shinjiro one-on-one.

“Star Division, Move Out!”



Characters

Meet the New York Combat Revue!

Gemini Sunrise

"Gemini Sunrise! Here I Come!"

--The Person--

Age: 16

DOB: 6/21/1911

Height: 5'2"

Weight: 106 lbs.

Blood Type: O

A very cheerful cowgirl who tends to be a bit clumsy. Her master's last words bring her from Texas to New York to be with her fellow horse, Larry. She's not yet used to life in New York, but she dreams of becoming a Broadway musical star. She currently works at the Little Lip Theater as a cleaning girl.

Gemini is usually the humble, hardworking sort, but listen to her enough and it's plain to see that she's got some big dreams. Can Shinjiro help her become the shining star she was always meant to be?

Becoming Gemini's Riding Partner (Adventure Mode Tips)

Gemini's a spunky one, but she's got a lot of identity and insecurity issues. She is, after all, a country gal trying to find where she belongs in the big city—and that's before you get into her deeper problems. No matter her quirks, refrain from making fun. Help her out whenever possible, and let her know that you're there for her.

Also, sometimes you'll see a "masked woman" running around town that looks almost exactly like her. Have Shinjiro teach her what it means to have the soul of the samurai, and it'll carry you a long way.

Gemini can be chosen as one of your main heroines near the end of the game.



--The Pilot--

STAR Specs:

FENIX AT-05E Rodeo-STAR

Weapon(s): Gunbarrel Sword x1

Ground Super Move: Rumbling Wheel

Aerial Super Move: Stampeding Steed

Being both a cowgirl and master of Mifune Ryu swordplay, her weapon of choice is the Gunbarrel Sword. It's a unique weapon that's a cross between a gun and a sword.

--Battle Strategy--

By the time Gemini joins the group, she's literally your Sixth Ranger(tm): her attacks are like a lot like Shinjiro's (with the same close-range one-on-one restrictions), but holy wow, they're flaming and do crazy damage, especially if you've been nice to her the entire game. Feel free to play her like Shinjiro, except for the fact that she's got slightly different range on her Super Moves.



- *Fun Fact: This Texan's also a total Japan fangirl.*



• Who was that masked woman? The answer may shock and surprise you!



• Stampeding Steed, for example, has a piercing range. It can go through multiple enemies in a line. Take advantage.

"Shiny! Watch my Samurai Spirit!"



Characters

Meet the New York Combat Revue!

Cheiron Archer

"In The Name Of The Law, You Are Finished!"

--The Person--

Age: 21

DOB: 12/6/1906

Height: 5'11"

Weight: 150 lbs.

Blood Type: B

Place of Origin: New York (Harlem)

A strong-willed lawyer who practices out of Harlem. She's very intelligent and is recognized for her exceptional perseverance, toughness, independence and confidence. Her calm and analytical, yet passionate, actions are a great asset to the Star Division.

Becoming Cheiron's Choice Client

(Adventure Mode Tips)

Cheiron, at first glance, appears to be the most intimidating being in the universe. Never let her see you sweat. Do not back down, even in the face of her wrath, and eventually, she'll respect you provided you can back your courage up. She'll respect you more when you remind her of her roots as a person. After that, she becomes much easier to keep on your side, because she believes in justice and guts above almost all else. Honestly, she's the closest thing to a female Shinjiro the game has.

Cheiron can be chosen as one of your main heroines near the end of the game.



- Cheiron has two visible sides to her personality.

Neither are to be messed with.

--The Pilot--

STAR Specs:

FENIX AT-05b Highway-STAR

Weapon(s): Scissor Chains

Ground Super Move: Verdict Chain

Aerial Super Move: Guilty Blow

The dangerous Scissor Chains equipped on her arms become even deadlier when Cheiron infuses them with her pneuma. She can use her deadly chains in many different ways, making her fighting patterns hard to predict.



--Battle Strategy--

Cheiron plays the part of the "heavy-hitter": slow but powerful. Her chains have a slight bit of range and can attack two enemies standing next to each other, but that possibility doesn't happen all that often. Also, due to her lack of speed when moving, you won't get to attack with her all that much. Still, she doesn't need a whole lot of upgrades to bring the pain on someone. Since her chains count as "ranged" to a degree, she can attack foes on different planes of elevation. Use her for healing party members if you can't get in attack range.

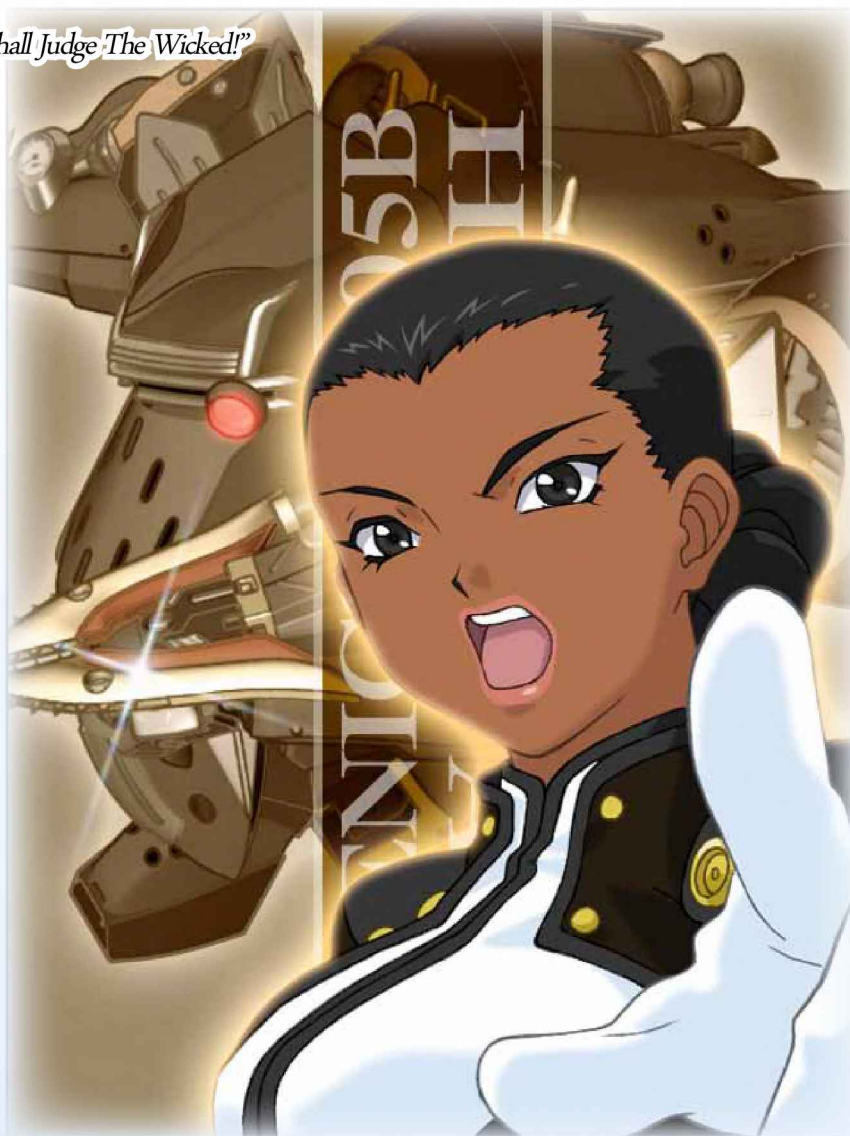
One of the things Cheiron can do well is Joint Attacks due to her power. It's very easy to just do Joint Attacks with every cast member as much as possible since it'll be less of a waste of SP than with other characters. By the end, she'll be the best proxy attacker you ever saw.

Regarding her Super Moves, Cheiron's a lot more useful. The ranges of effect for Verdict Chain and Guilty Blow are absolutely massive. Be sure to use it to attack as many enemies at once as possible. Along with Shinjiro, she's one of the best people to use in the Shin stratagem. Keep that SP up!



- Cheiron Archer: decent on the ground, death from above.

"We Shall Judge The Wicked!"



Characters

Meet the New York Combat Revue!

Subaru Kujo

"I am Subaru. Nothing More, Nothing Less."

--The Person--

Age: Unknown

DOB: 5/9/???

Height: 4'9"

Weight: 80 lbs.

Blood Type: AB

Place of Origin: Kyoto, Japan

"Her" true identity is completely unknown. However, Subaru is definitely from a noble Japanese family, excelling at Noh and other traditional Japanese dances. "She" is also a genius and it shows in "her" graceful and elegant performances. Subaru, like Ratchet, used to be a member of the European Star Division.

Solving The Subaru Puzzle

(Adventure Mode Tips)

After getting a taste of Subaru's personality in the first few chapters, you may be tempted to match wits and wills with "her." *Feel free to try; "she" will respect that. However, whenever "she" has the upper hand—and this will happen a lot—it's best to acknowledge "her" superiority.* One of the better ways to win Subaru's trust is to appeal to "her" sense of logic and reason. Find the most efficient ways to accomplish various tasks. Value the mission before emotion. Subaru doesn't know what it's like to have a heart, so it's your job to teach "her." It will be a gradual process that takes the entire game to accomplish—if you even manage to do so at all.



Also, yes, as suggested by our over-abundant use of quotes, the issue of Subaru's gender is constantly in question. The game will make light of this at every opportunity. We merely mention this to say one thing: if you truly, truly want to get to the heart of Subaru, you're going to have to do so with full conviction. Put aside any petty notions of pride, dive in, never question yourself, and never look back. Luck be with you, player. Odds are, you'll need it.

Subaru can be chosen as one of your main "heroines" near the end of the game.



--The Pilot--

STAR Specs:

FENIX AT-05A Random-STAR

Weapon(s): Iron-Slicing Fan x2

Ground Super Move: Lunatic Bloom

Aerial Super Move: Phantasmagoria

Subaru pilots "her" STAR with grace, wielding special fans capable of cutting through iron like butter. Subaru's fans also function as shields.

--Battle Strategy--

Whether or not you plan on making "her" your main "heroine" partner, it's always best to keep Subaru happy, as the Random-STAR is arguably your most valuable offense unit. It makes excellent use of the Mobility gauge with fast movements and the ability to phase through various objects and enemies. Lunatic Bloom attacks enemies in a spread formation, but this can be harder to set up than Cheiron's ground attacks.

However, where Subaru really shines is in "her" standard attacks. She's close-range and melee-based, but "her" area of effect carries around "her" entire unit. This means that if you've got enough defense and attack power on Subaru, you can allow enemies to crowd around, then have "her" instantly turn a battle around with a single attack chain.

In the air, Subaru is slightly less spectacular, but packs decent power and speed. Phantasmagoria will hit any enemies in its main and secondary target reticules, so keep that in mind.



• Subaru does “her” best under impossible odds.

“I Make No Distinction Between Enemy and Ally. Beware!”



Characters Meet the New York Combat Revue!

Rosarita "Rosita" Aries

"Gold Gun or Silver Gun?! Which One Do You Wanna Get Shot With?!"

--The Person--

Age: 11

DOB: 4/2/1917

Height: 4'00"

Weight: 50 lbs

Blood Type: O

Place of Origin: Mexico

An energetic and upbeat little girl from Mexico. She loves to sing and dance. Wielding a gold and silver gun in each hand, she earns bounties as a renowned bounty hunter. No matter how mad she gets, a little bit of food will put a smile back on her face. She and her ferret, Niccolo, are always running around New York looking for food and bounties together.

Becoming Rosita's Bestest Bestest Friend (Adventure Mode Tips)

Rosita is... quirky. She's always bouncing around the place, and her moods can change at a moment's notice. Fortunately, her youth means there are only a few things in life she's fixated on. State the obvious. Help her kill things in battle. Teach her the difference between right and wrong. Be a father figure to her, without actually coming out and saying that you're doing so. Finally, if all else fails, offer food.

Rosita can be chosen as one of your main heroines near the end of the game.

"Bang! I Kicked The Enemy's Butt!"

--The Pilot--

STAR Specs:

FENIX AT-05C Shooting-STAR

Weapon(s): Gunmaster x2

Ground Super Move: More! More! Shoot!

Aerial Super Move: Go Go Buffalo



Rosita skillfully wields two Gunmaster firearms. They are custom models with precise weight balancing to improve both Rosita's wild, acrobatic shots and her pin-point sniper shots. Her STAR is also equipped with spare guns so she can continue shooting without reloading.

--Battle Strategy--

With Rosita's guns bring ranged ground attacks, which is a welcome sight after going through a third of the game hitting enemies at close range. Try hitting enemies beyond various obstacles and points of elevation for best results. With her range also comes more Joint Attacks than your average unit. However, this means that in the air, sadly, Rosita's simply average. Her Super Moves in both forms have attack areas of effect that are tough to make effective use of. In the end, she's a Shinjiro who attacks from a distance as opposed to up close... and with slightly less attack power, unless you manage to figure out how to be very nice to her early on. Still, since she's literally the *only* full-on distance fighter in the Revue, this counts for a lot more than you would think. After all, with that kind of marksmanship, her

Mobility points go a long way.



• Bang! The enemy's dead, and she didn't even have to move!

Diana Caprice

"You'll Be Fine... I Can Still Feel The Light Of Your Life."

--The Person--

Age: 19

DOB: 1/12/1909

Height: 5'4"

Weight: 99 lbs.

Blood Type: AB

Place of Origin: Massachusetts

A young doctor whose compassion is comparable to a goddess. She studied medicine at Boston University before getting sent to New York as a doctor in training. She's physically feeble and has to use a wheelchair. She loves to spend time reading with the birds in the warm sun. As an aside, she's the Star Division's only vegetarian.

Becoming Diana's Preferred Patient (Adventure Mode Tips)

Diana can be tricky to win over because the game makes it clear that her time is short and that she's consequently given up on life. Your job is to teach her that life is still precious and worth fighting for. To do this, you'll need to convince her to value herself and the things she holds dear once more. Be gentle to her, but at the same time, don't wallow in self-pity together. Don't ask too much of her, either; it's all about balance. After Subaru, Diana's probably the second toughest lady to gain Trust with. Still, you'll need to, because she's invaluable in battle.

Diana can be chosen as one of your main heroines near the end of the game.

"Shin's Diagnosis Is Always Correct!"

--The Pilot--

STAR Specs:

FENIX AT-05D Silent-STAR

Weapon(s): Chemical Launcher x2

Ground Super Move: Vital Medication

Aerial Super Move: Major Operation

Diana's STAR is equipped with dual missile launchers that launch highly corrosive, chemical-based warheads. She can also directly fire the chemicals onto opponents, hence the weapon's name, "Chemical Launcher."

--Battle Strategy--

If the Random-STAR's your most valuable offense unit, the Silent-STAR wins hands-down in the defensive department. She's got quite a few Mobility points to her name and range comparable to Rosita, meaning you can get around the battlefield quickly and tend to who you need to. This is good because Diana's the team medic through and through. Her standard Healing range is greater than the others, and Major Operation has massive range and can heal your entire party in an instant if used properly. Suffice to say that once Diana joins your party, you can bust out the Shin stratagem a whole lot more often.



- Abuse Diana's healing ranges. That's what they're there for.

Characters

Meet the New York Combat Revue!

Ratchet Altair

"Show Us How Bright You Can Shine!"

--The Person--

Age: 21

DOB: 6/23/1906

Height: 5'6"

Weight: 105 lbs.

Blood Type: A

Place of Origin: Washington, D.C.

Captain of the Star Division and Broadway's number one star. Originally the Europe Fighting Troupe captain, she was transferred to Tokyo's Flower Division. There she learned the importance of trust among all team members from Ogami and the rest of the Division. After demonstrating her leadership abilities, she was chosen to lead New York's Star Division.

Piercing Ratchet's Heart

(Adventure Mode Tips)

Ratchet's the surrogate mother of the Fighting Revue, looking over the well-being of the team in the exact opposite style that Sunnyside uses. Above all else, let her know you're a team player. However, even after you've got that covered, make sure you don't take her inevitable moments of weakness lightly. Sometimes, people who look out for others need to know that there are others looking out for them...

Ratchet can be chosen as one of your main heroines near the end of the game.

"Watch How I Do Things!"

--The Pilot--

STAR Specs:

FENIX X-4Si Silver-Star

Weapon(s): Throwing Knives

Ground Super Move: N/A

Aerial Super Move: N/A



This STAR was modeled after Eisenkleit, which she piloted as captain of Europe's Fighting Troupe. In fact, the specs are virtually identical. She favors throwing knives, but is also skilled with a knife launcher.

--Battle Strategy--

Not Applicable. During the small amount of time Ratchet spends in battle, she's controlled by the CPU. Shame, really, as her STAR is unique from the others.



• There are times when Ratchet is all business...



...and times when she's off-duty.

Cherry Cocker

"Kyah! I'll Do Some Good Stuff To Ya'."

--The Person--

Age: 21

DOB: 11/24/1905

Height: 5'10"

Weight: 150 lbs.

Blood Type: B

Place of Origin: California

She rollerskates all around the Little Lip Theater, delivering drinks as a waitress. The fresh juice she prepares is tasty and healthy to boot. She has a great figure and an angelic smile, resulting in plenty of men after her heart. When an emergency arises, she supports the Star Division with another Rainbow Division Member, Anri.



Scoring Brownie Points With Cherry
(Adventure Mode Tips)

Cherry is probably the easiest in the game to get into good graces with. You see, there are... aspects of Cherry that most people pay more attention to than others. Be one of the few people that notices the rest of her, and otherwise be a nice and helpful person. That's all there is to it.

- Contrary to popular belief, most of Cherry's beauty is written on her face.

Anri Yoshino

"Whaa?! That's Not True!"

--The Person--

Age: 17

DOB: 4/27/1911

Height: 4'10"

Weight: 80 lbs.

Blood Type: B

Place of Origin: Washington D.C.

The vendor at the shop inside Little Lip Theater. She also creates all of the stage costumes for the Star Division. She's extremely shy around most guys, but is very aggressive when dealing with Shinjiro. Her grandparents immigrated from Japan. As a member of the Rainbow Division, it is her duty to support the Star Division with Cherry in an emergency.



Overcoming Anri's Shinjirophobia
(Adventure Mode Tips)

Unlike Cherry, who comes on to you the second she's introduced, Anri absolutely *hates* you. However, much like Cherry, she's pretty easy to bring to your side. Just treat her with kid gloves, and be a helpful person. When she starts trying to boss you around, you know you've made progress.

- Bend over backwards enough, and eventually, you'll get to see this!

Mr. Sunnyside

"Life Is Entertainment"

--The Person--

Age: 34

DOB: 10/18/1893

Height: 6'2"

Weight: 160 lbs.

Blood Type: B

Place of Origin: New York City

The commander of the New York Combat Revue and the owner of the Little Lip Theater. He is one of the wealthiest men in the world, even owning a mansion in the middle of Central Park. He thinks about things based on what people want, not what is good or bad.



Is Sunnyside friend or foe to your overall cause? Your thoughts on this will waver as the game goes on. However, no matter the circumstances, one thing is always constant: *Sunnyside is always in control.*

- Sunnyside stays calm even in the face of legal pressure.

Mr. Wong

"I'll Secretly Tell You This..."

--The Person--

Age: 60

DOB: 2/11/1868

Height: 5'2"

Weight: 110 lbs.

Blood Type: O

Place of Origin: China

Mr. Wong is Sunnyside's Assistant and the manager of the STAR maintenance team. He's an expert in Eastern medicine, including acupuncture, herbal remedies, and qigong. He plays a great role in the research and development of STAR weapons.



If you ever want to visit Mr. Wong, you can often find him running his Eastern Medicine office in Chinatown (Bay Area). Take note: most of the ladies will end up taking a shine to his treatments.

- Mr. Wong can service both people and robots quite well.

Yuichi Kayama

"New York is Great... But The Rent is Outrageous."

--The Person--

"New York Is Great... But The Rent Is Outrageous."

Age: 25

DOB: 11/11/1902

Height: 5'8"

Weight: 145 lbs.

Blood Type: A

Place of Origin: Japan

The owner of "ROMANDO," a shop that imports Japanese goods. He's also the captain of the Imperial Assault Force Moon Division. He lives in New York as the Japanese government's diplomat.



- He also plays a part in some of the extra modes.

Kayama can come in handy at some points during the game when you need various knick-knacks pertaining to the story. Other than that, he's basically there for comic relief and a call-out for fans of the series in general.



Basics

What is *Sakura Wars: So Long My Love*?



Sakura Wars: So Long My Love, from a pure gameplay standpoint, is two games in one. Playing as the game's protagonist, Shinjiro Taiga, you spend exactly one half of the game getting to know your fellow teammates while watching a visual novel with high-quality anime-style art play out. Said visual novel is customizable due to decisions you are constantly prompted to make regarding both actions and dialogue. With every choice you make, several parts of the overarching story branch off into different plot twists, though major events remain largely unchanged.



- Think of it as directing your very own anime.

The other half consists of turn-based tactical battles with action elements. Shinjiro and his teammates each possess personal giant robots with which to fight the demons who would dare wreak havoc on New York City. It's your job to pilot those robots, issue commands, and then watch the fireworks fly! All of those decisions you made in the visual novel portions of the game? If you made them good ones, then those giant robots of yours get higher and higher stats.

- Cultivating bonds of friendship and trust replaces the "level-grinding" that most RPGs possess.

What follows are explanations of the two halves of *Sakura Wars: So Long My Love* in closer detail.

Basics

Game System & Flow

Adventure Mode

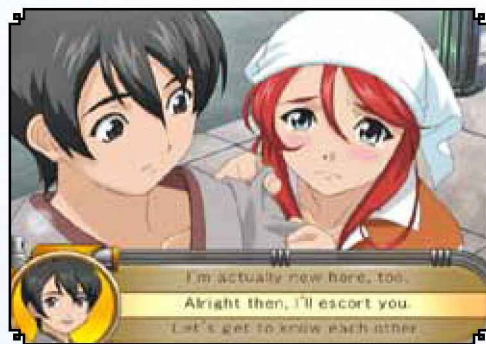
In this mode, Shinjiro walks around the Little Lip Theater and/or the city of New York, interacting with other members of the Star Division and various other characters. Depending on your interactions with them, their "Trust" in you will change or they will form "Bonds" with each other, affecting their skills in battle.

Basically, you want to make as many correct decisions you can to gain higher Trust, Bonds and battle statistics. To make the right decisions, you have to really get to know the supporting cast, inside and out.

LIPS (Live & Interactive Picture System)

During several points in *Sakura Wars: So Long My Love*, events will occur that demand you choose Shinjiro's next action within a period of time, putting you into his shoes and forcing you to make important decisions quickly. Your choices will ultimately cause the story to arc into varying paths, and affect your performance in Battle Mode (see below).

Normal LIPS



This displays when the player needs to make a decision. Sometimes, unique or special options will appear. Not answering at all is also an option.

Analog LIPS



This LIPS will appear when the volume, speed or tone of an action/reply will affect the outcome. The higher the gauge, the stronger the action or speech becomes.

Double LIPS



A gauge shows up, bordering the entire screen. Double LIPS events usually give you a longer time limit and multiple decisions/tasks to complete.

Stick LIPS



Following the directions shown at the center of the screen, you manipulate the analog sticks. If you raise the gauge to maximum, let it sink to 0, or allow time to expire, the LIPS will end.

Click LIPS



use the on-screen cursor to focus on parts of someone's body, or details of your surroundings. Some choices will have good effects! Others may make the person on-screen angry!

Basics

Traveling Around New York City



• Note the lack of a clock. Now you have all the time in the world.

Below is a list of the main and sub-locations of New York:



During Adventure Mode, Shinjiro can move around New York and interact with characters or take part in events. While traveling, you take control of the current character(s). Shinjiro is usually alone, but at times he will have company in tow.

New York consists of five main locations, each with its own sub-locations. Under normal circumstances, visiting each sub-location takes five minutes of game time, but moving between main locations takes zero minutes of game time.

The lone exception to this is during times when you're able to walk around freely without time penalties. During these sequences, the game clock (upper left hand corner) will not be displayed. Once this sequence is over, five minutes will automatically have passed.

Harlem

- Back Alley
- Mercury Club
- Cheiron's Law Office
- Church

Midtown

- Hightower Apartment/Diana's Place
- ROMANDO
- Central Park
- Gold Plaza Hotel/Subaru's Suite
- 5th Avenue

Theater

- Gift Shop
- Bar
- To The Backstage
- To the Auditorium
- To The Rooftop
- Rooftop Garden
- Hot Spring
- Manager's Office
- To Revue Facilities
- To the Lobby

Village

- Maggie's Grocery
- Gemini's Place
- Cafe Samba
- Library
- Shinjiro's Place

Bay-area

- Wall Street
- Battery Park
- Rosita's House
- Construction Site
- Chinatown

Basics

The Cameratron

Set the Cameratron into Camera Mode and focus on the object using the controller to decide the layout. You can photograph non-human objects as well! Several events will revolve around utilizing this feature.

After you decide on the perfect shot, you can view the photograph you've just taken.

At the Little Lip Theater, Plum



(Cherry) is always looking for good photos for the theater's

pamphlet cover pages. She gives themes for photos periodically, and if you bring a photo that fits well, you will get a bromide (photo) as a reward.

The Cameratron has a radio function as well. You can hear the most up-to-date news of New



York and themes of photos the Little Lip Theater is looking for.

Basics

Battle Mode

Sakura Wars: So Long My Love features a Strategy-RPG battle system where you control each member's robot unit (STAR) and destroy enemies.

If Shinjiro's unit is defeated or other defeat conditions are met for any particular stage, the game ends and you will be given the option to retry or call it quits.

ARMS (Active & Realtime Machine System)



Using ARMS, the player will come up with strategies and control the STAR of each member of the Star Division in order to meet given victory conditions.

Assessing the Situation (Visually)

1) Mobility gauge

Needed for the STAR to perform any actions. The STAR can attack, move, etc. using this variable. As long as there is Mobility remaining, the STAR can perform as many actions as



you want, but each turn the STAR is allocated only a limited amount of Mobility. In this photo, the STAR has 7 Mobility.

2) HP & SP

The green bar indicates the STAR's HP, or the sturdiness and physical condition of the STAR. If this hits 0, the STAR must retreat from battle. The red bar indicates SP, spirit. SP is spent everytime you perform "Healing," "Supermove," "Joint," etc. actions. If you perform "Kiai" or receive damage from an enemy, it increases. If the HP of Shinjiro's unit reaches 0, the battle is instantly lost.

3) Current Action & Attack Mode

The character "X" indicates the name of the stratagem, "gl." The wheel around it contains the various attack modes: "Normal," "Supermove," "Healing," and "Joint."

4) Area window - Displays the whole layout of the battlefield.

Basics

Battle Mode

Assessing The Situation (Technically)

Information



Use this to receive a breakdown of enemy and Star Division member statistics, including their HP, SP, and attack ranges. Of special Note is the Order section, which lets you know which allies and enemies on the battlefield will attack in which order. This information is invaluable, as it can allow you to zero in on the enemies set to attack first, making the battle easier.

Situation



This command gives a detailed rundown of your objectives, as well as a map detailing the same. Use this to establish your targets, set up positioning, then move in for the kill!

Ground/Aerial Combat



Most battles are fought on the ground (Ground Combat), but STARs can also transform into their flight forms and duke it out in the skies (Aerial Combat). Aerial battles are similar to Ground battles, but each STAR has its own unique attack style. These styles will be explored further in the "Meet The New York Combat Revue!" (Characters) section.

Area Switching/AreaMove



In some battles, the field is divided into several small areas. You can see your location on the Area Window located on the right side of the Mobility gauge (the star symbol represents the location of the STAR).

Basics

Battle Mode



Each area has certain points that allow you to access the other locations. Knowing where and when to switch areas with your STAR is one of the keys to victory.

"Help Me!" * Only Shinjiro can use this command.



If Shinjiro needs the assistance of a distant member, you can use the "Help Me!" command to send another member right next to his STAR. This skill can only be used once per battle, and is a great way to send either backup forces for extra firepower, or relief forces in a pinch.

Stratagems * Only Shinjiro can use stratagems.



You can choose among three stratagems: "Shin", "Gi", and "Tai". "Gi" is selected by default. When changing stratagems, the members' abilities will also change based on the stratagem's characteristics. The amount of Mobility required to perform each action varies as well. Some actions may also be enabled or disabled, depending on the stratagem. Choose the best stratagem for the situation at hand:

Shin - For extra attack power and more frequent use of your techniques, switch to the Shin stratagem. Attack power is boosted and SP costs less to regenerate, but Defense costs more and you can't use the Healing command.

Gi - Gi is your default stratagem for each battle. SP and Defense both contain moderate cost, but your party gains a boost in overall speed.

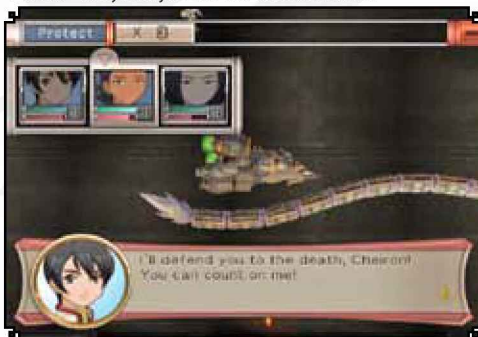
Tai - Are your units in trouble and need some extra armor? Switch to the Tai stratagem for lower Defense costs and more effective Healing. However, note that Super Moves will be sacrificed.

TIP: During Shinjiro's turn, you can not only switch stratagems for the entire party, but you can do so as much as you want until the end of his turn. Thus, it's usually a good idea to switch to the Shin stratagem before you use any of Shinjiro's Mobility Points, then switch to whatever stratagem you wish for your entire party to follow afterwards.

Basics

Battle Mode

Protect * Only Shinjiro can use this command.



When selected, Shinjiro will guard a Star Division member for a few turns. If the protected member is hit, neither Shinjiro or said member will receive any damage, and their Trust will increase. To undo "Protect," simply choose "Shinjiro" as the protected character.

Friendship Counter



A "Friendship Counter" happens when an ally is being attacked and another member cuts in to defend them.

This happens only occasionally, but when it does, neither of the members will receive any damage and the enemy's Mobility gauge will be emptied. Strong bonds between Star Division members can result in higher frequencies of this move.

Bonds and Joint Attacks



Joint Attacks allow you to simultaneously strike all monsters between two STAR members. Executing a Joint Attack taxes both member's SP, but the attack strength is higher than normal. The Bond between the two members alters the attack's effectiveness.

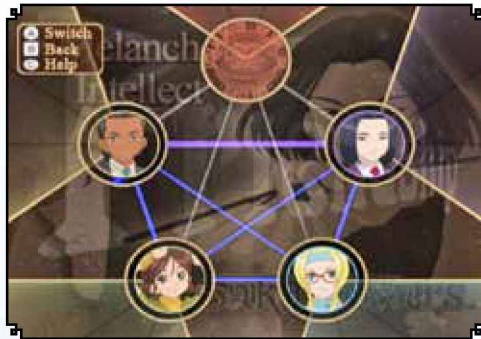
Joint Attacks affect all units between two characters, but if another member with high trust is nearby, they may also join the attack. A Trio Attack is even stronger than a regular Joint Attack!

Basics

Battle Mode



This panel displays the strength of bonds between Shinjiro and other members. You can see this at save points.



This panel displays the strength of bonds between members of the Star Division. The stronger the bond, the thicker the line.

Super Moves



By spending SP, STARs can use "Super Moves" that deal great damage to the enemy. Each member has a unique Super Move (one each for land and aerial combat) with a different attack range and effect.



Use them tactfully to turn the tide of a difficult battle. See our Characters section (Meet the New York Comat Revue!) for a breakdown of each pilot's Super Moves.

Coupling Attacks



The main heroine of the chapter, or the heroine you have chosen as your final partner, will be able to perform the "Coupling Attack" with Shinjiro when certain conditions are met. To use the "Coupling Attack," it is necessary to spend both Shinjiro's and the partner's SP.

These powerful combos are infused with each character's unique personality!

Chapter 1

A Samurai Makes His First Stand

Our story begins as Shinjiro Taiga arrives in New York City, and is instantly not taken seriously by anyone on the New York Combat Revue... except for one. Can he prove to her and the rest of the squad that he has what it takes, despite not being the legendary help everyone expected?

Focus Heroine: None. Shinjiro's the main focus here.



Chapter 1-1

Adventure Mode

LOCATION: Grand Imperial Theater

(General Area)

Normal LIPS

Ummm... I'm your nephew, Shinjiro!	[0]
Lt. Taiga, reporting for duty!	[0]
Nothing	[0]

LOCATION: Bay-area

(Wall Street)

Normal LIPS

I like your mask.	[Gemini +1]
So, uh, what's your name?	[0]
What about this sack of money?	[Gemini -1]
Nothing	[0]

LOCATION: Theater

(General Area)

Normal LIPS

I didn't expect such beauty.	[0]
I'm very pleased to meet you!	[Ratchet +1]
I'm not gonna be the leader?	[0]
Nothing	[0]

(Manager's Office)

Analog LIPS

(81%-100%) I will devote my soul to you!	[Ratchet +1]
(61%-80%) I will devote my soul to you!	[Ratchet +1]
(41%-60%) I will devote my soul to you!	[0, try again]
(6%-40%) I will devote my soul to you!	[0, try again]
(0%-5%) I'll try to help however I can.	[Ratchet -1]
Nothing	[0, try again]

NOTE: If you end up trying this LIPS again, you will gain [0] trust reward regardless of choice.

Chapter 1-2

Adventure Mode

LOCATION: Midtown

(General Area)

Normal LIPS

I'm actually new here, too.	0
Alright, then, I'll escort you.	Gemini +1
Let's get to know each other.	Gemini +1
Nothing	Gemini -1

Normal LIPS

Become a great man.	Gemini +1
Join the New York Combat Revue!	0
Find my own identity.	Gemini +1
Nothing	Gemini -1

LOCATION: Village

(Shinjiro's Place)

Normal LIPS

Would that be okay?	Cherry +1, Anri -1
I can't. It's... indecent.	Anri +1
Actually, I like the other girl.	Anri -1
Nothing	Cherry +1

TRAVELING BEGINS (2:15pm-2:55pm)

You will be allowed to move freely around New York. Rachel will call at 2:45pm; ask her for some more time and you'll be free until 2:55pm.

LOCATION: Village

(Cafe Samba)

Normal LIPS

I'll protect you both!	Gemini +1, Ratchet +1
I'll restore order to New York!	Gemini +1, Ratchet +1
Can I go back to Japan?	Ratchet -1
Nothing	0

(Library)

Analog LIPS

(81%-100%) Call Anri	Gemini -1, Anri -1
(61%-80%) Call Anri	0
(41%-60%) Call Anri	Anri +1
(21%-40%) Call Anri	Anri +1
(0%-20%) Call Anri	0
Nothing	Gemini -1

(Gemini's Place)

Normal LIPS

Hahaha! Great pun!	Gemini +1
I'm sure it's great!	Gemini +1
No, it's okay. I'd feel weird.	Gemini -1
Nothing	0

LOCATION: Midtown

(You'll talk with Ratchet as soon as you enter, but no LIPS will be involved. Afterwards, you'll be able to move again.)
(Central Park)

Click LIPS

Mouth (click twice) leads to Normal LIPS

Hmph. You're no match for me!	0
You got it!	Gemini +1
What about your rival in love?	0
Nothing	Gemini +1

Click LIPS

Chest (click twice)	Gemini -1
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Click LIPS

Clothes (click twice, click clothed arms for best results)
leads to Normal LIPS

I prefer something more normal.	0
It looks really good on you.	Gemini +1
Sexy? You?	Gemini -1
Nothing	Gemini +1

Click LIPS

Belly/Midriff (click twice) leads to Analog LIPS

(81%-100%) Poke poke!	Gemini -2
(61%-80%) Poke poke!	Gemini +1
(41%-60%) Poke poke!	Gemini -2
(21%-40%) Poke poke!	Gemini -1
(0%-20%) Poke poke!	Gemini -1
Nothing	0

(Gold Plaza Hotel)

Normal LIPS

Honestly, I'm a little worried.	Cherry -1
I think we get along great.	Cherry +1
It's too early to tell.	Cherry +1
Nothing	0

(5th Avenue)

Analog LIPS (2:15pm-2:40pm)

(81%-100%) Maybe... this much longer?	Ratchet +1
(61%-80%) Maybe... this much longer?	Gemini -1, Ratchet -1
(41%-60%) Maybe... this much longer?	Gemini +1
(21%-40%) Maybe... this much longer?	Gemini +2
(0%-20%) Maybe... this much longer?	0
Nothing	Gemini -1, Ratchet -1

(Hightower Apartment)

Normal LIPS

We're here to defend New York!	Gemini -1
I don't know a thing about them!	0
I'm their biggest fan!	Gemini +1
Nothing	Gemini +1

LOCATION: Theater

(Bar)

Click LIPS

Chest Area	Cherry -1
Eyes	Cherry +1
Mouth	Cherry +1
Leave (edge of screen)	Cherry -1

(Gift Shop)

Normal LIPS

Okay... Boss.	Anri +2
Forget it. Come on, Gemini.	0
Nothing	Anri -1

(Auditorium)

Normal LIPS

Can I join you next time?	Gemini +1
You really love plays, huh?	0
I'm telling Ratchet!	Gemini -1
Nothing	0

TRAVELING ENDS (2:55pm, or after responding affirmatively to Rachel's call)

(Rooftop Garden)

Normal LIPS

Teach me whatever you can!	0
Let's get along as two Japanese!	0
Are you a guy or a girl?	Subaru -1, Ratchet -1
Nothing	Subaru +1

(Backstage)

Normal LIPS

Can I have your autograph?	Cheiron +1
I'm not actually a fan! I'm-!	Cheiron -1
Subaru, help me out here!	Subaru +1
Nothing	0

(Manager's Office)

Normal LIPS

He must be an awful boss.	Cheiron +1
I'm the new member here.	0
I'm actually 19 years old.	0
Nothing	0

(Rooftop)

Normal LIPS

Why didn't you say so earlier?	0
What's so wrong with me?	Ratchet +1
Maybe I should go back to Japan.	Ratchet -2
Nothing	0

(General Area)

Normal LIPS

I'm a member here, too!	0
I'm not just some kid!	0
Your performance moved me!	Cheiron -2
Nothing	Cheiron +1

Chapter 1-2 ends. Save your game here.

Chapter 1-3 Adventure Mode

LOCATION: Midtown

(Sunnyside's Place)

Normal LIPS

I can fight, too!	0
Are you gonna send me back home?	0
What's with this garden?	0
Nothing	0

(Central Park)

Normal LIPS

My boss is really mean to me.	0
I'm worried about my future.	0
I finally met a nice person.	Diana +1
Nothing	0

LOCATION: Theater

(Backstage)

Normal LIPS

I just want to help!	Cheiron +1, Subaru +1, Ratchet +1
I know. I'm just doing my job.	Cheiron +1
Of course I realize that!	Cheiron -1, Subaru -1
Nothing	Subaru +1

(General Area)

Normal LIPS

I met a girl named Diana.	0
I've realized what I have to do.	Gemini +1
I just love cleaning with you.	Gemini +1
Nothing	Gemini -1

TRAVELING BEGINS: (6:15pm-7:00pm)

You will be allowed to move freely around New York.

You're charged with distributing brochures. The places to do this are:

- Café Samba, Maggie's Grocery (both in Village)
- Gold Plaza Hotel, 5th Avenue, ROMANDO (all in Midtown)

Go to at least one of these locations for...	Gemini +1
...otherwise	Gemini -1

LOCATION: Theater

(Hot Spring)

Normal LIPS

I'm pretty built, too!	Cheiron +1
Exercising every day is tough!	Cheiron +1
Then let's see your goods!	0
Nothing	Cheiron -1

Consecutive LIPS (6:35 pm - 6:45pm)

(You must do the above Normal LIPS first, meaning you need to visit here twice.)

1: Normal LIPS

Talk to Chieron	0
Stay hidden	0, see next Analog LIPS
Nothing	0

2: Analog LIPS

(Only from choosing second option in above Normal LIPS. Notice for those trying to play it safe: Go too high here and the game makes the decision for you the second you meet Chieron's eyes, meaning you're stuck with the consequences!)

(76%-100%) Stretch your neck	Cheiron -2
(61%-75%) Stretch your neck	Cheiron -2
(30%-60%) Stay hidden	Cheiron -1
(16%-30%) Stay hidden	Cheiron -1
(0%-15%) Stay hidden	0
Nothing	Cheiron -2

(Manager's Office)

Click LIPS

Hair (click twice)	Ratchet -1
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Click LIPS

Mouth (click once) leads to Normal LIPS

Maybe you should retire.	Ratchet +1
You're not a bad Captain!	Ratchet +1
Maybe I should be Captain!	0
Nothing	0

Click LIPS

Chest (click twice) leads to Normal LIPS

I'm sorry.	Ratchet +1
I wasn't staring at anything!	Ratchet -1
I couldn't help myself!	Ratchet -1
Nothing	Ratchet -1

(Lobby)

Double LIPS (Go for the highest score possible.)

1: Normal LIPS

Wipe the floor down with a rag.	0 points
Wax the floor.	0 points
Sweep the floor with a broom.	1 point
Nothing	0 points

2: Normal LIPS

Wax the floor.	0 points
Wipe the floor down with a rag.	1 point
Nothing	0 points

3: Normal LIPS

(Wipe Gemini)	Gemini +1, 0 points
(Wipe the floor)	1 point
(Wax the floor)	0 points
Nothing	0 points

Double LIPS Final Result:

3 points	Gemini +2
2 points	Gemini +1
1 point	Gemini +1
0 points	Gemini -1

(Bar)

Normal LIPS

Renounce your feelings!	Cherry -1
Touch your earlobe!	Cherry +1
Dunk your hand in some ice!	Cherry +1
Nothing	0

(Gift Shop)

Normal LIPS

Me too! I love gari!	0
But that's not sushi!	Anri -1
Ginger sure is healthy!	Anri +1
Nothing	Anri +1

Location: Midtown

(Gold Plaza Hotel)

Normal LIPS

I've always got time for you!	0, see next
Normal LIPS	
Yeah, I need to get going.	Subaru +1
I have nothing better to do.	Subaru -1
Nothing	0

Normal LIPS (only triggered by selecting first option above)

Would you like a back massage?	Subaru +1
Get plenty of rest.	Subaru +1
Can I at least have some tea?	Subaru -1
Nothing	0

(5th Avenue)

Normal LIPS

It's okay, I'm used to it.	Cherry +1, Anri +1
Yeah, that's right!	Anri +1
Do I seem that emotional?	Cherry +1
Nothing	Anri -1

LOCATION: Village

(Café Samba)

Hand out brochures here.

Normal LIPS

Stop! I won't allow this!	0
Hey you! Knock it off!	Cheiron +1
Cheiron, do something!	Cheiron +1
Nothing	Cheiron -1

(Library)

Analog LIPS

(81%-100%) This speed should be okay.	Subaru -1
(61%-80%) This speed should be okay.	Subaru -1
(41%-60%) This speed should be okay.	0
(21%-40%) This speed should be okay.	Subaru +1
(0%-20%) This speed should be okay.	Subaru +1
Nothing	0

(Maggie's Grocery)

Analog LIPS

(81%-100%) This much...	Gemini +1
(71%-80%) This much...	Gemini +1
(46%-70%) This much...	0
(21%-45%) This much...	Gemini -1
(0%-20%) This much...	Gemini -2
Nothing	0

MOVEMENT TIME ENDS: (7:00pm, or going Backstage early)

LOCATION: Theater

(Backstage)

Normal LIPS

Gemini's our friend, isn't she?	Gemini +1,
Ratchet +1	
I'll deal with this problem!	Gemini +1,
Subaru +1, Ratchet +1	
Firing her isn't the answer!	Cheiron +1
Nothing	Cheiron +1,
Subaru +1	

(Theater Control Room)

Consecutive LIPS (Go for the highest score possible.)

Perfect: 2 points

Good: 1 point

Fair: 0 points

Poor: -1 whoever is in the room with you

1: Stick LIPS (w/ Subaru, manipulate two levers)

See above guidelines for rewards.

NOTE: Subaru +1 if at least 1 point gained here, otherwise try again. If you try again, you can gain no points, but Subaru-1 if Fair or Poor.

2: Stick LIPS (w/ Gemini, three times)

See above guidelines for rewards.

3: Stick LIPS (w/ Gemini, run for the breaker!)

See above guidelines for rewards.

4: Analog LIPS

(Highest) Flip the breaker!	0
(High) Flip the breaker!	0
(Normal) Flip the breaker!	0
(Low) Flip the breaker!	0
(Lowest) Flip the breaker!	0
Nothing	Gemini -1

Final Consecutive LIPS Bonus:

7 or more points	Gemini +2
2-6points	Gemini +1
2 or fewer points	0

LOCATION: Village

(General Area)

Normal LIPS

It's because I train every day!	Gemini +1
A Samurai can never give up!	Gemini +1
It was your fault to begin with.	0, see next
Normal LIPS	
Nothing	Gemini +1

Normal LIPS (from choosing Option 3 in above Normal LIPS)

I couldn't just abandon you.	Gemini +2
Don't worry. It wasn't that bad.	0
Now you can't join the team.	Gemini -2
Nothing	Gemini -1

(Gemini's Place)

Click LIPS

Jar (left wall, left barrel; click twice) leads to Stick LIPS

Perfect:	Gemini +1
Good:	Gemini +1
Fair:	0
Poor:	Gemini -1

Normal LIPS

Should you keep a horse inside?	0
Nice to meet you too, Larry.	Gemini +1
Neigh...	Gemini +1
Nothing	Gemini -1

(General Area)

Normal LIPS

I'll surpass all expectations!	Ratchet +2
I'll do my very best!	Ratchet +1
You finally recognized me...	Ratchet +1
Nothing	0

LOCATION: Conference Room

Normal LIPS

So I can ask for anything?	Cherry +1, Anri -1
Alright! Thanks!	Cherry +1, Anri +1
You look nice in that uniform!	0
Nothing	Cherry -1, Anri -1

Normal LIPS

I'll defend my samurai honor!	Ratchet +2
Yes, ma'am!	Cheiron +1, Subaru +1, Ratchet +1
See you guys later!	0
Nothing	0

Chapter 1-4 Battle Mode

Time: May 1928 | Place: Liberty Island | It's Showtime!

The Battle For Truth And Justice Begins Now!

New York Combat Revue

(Ratchet Altair/Chieron Archer/Subaru Kujo/Shinjiro Taiga)
Vs.

Feared Enemy of New York

Ranmaru (piloting Garan)

A varlet of Nobunaga's. His beauty bewilders all beholders. By far the most loyal and devoted of Nobunaga's followers, you'll be seeing a lot of Ranmaru in the battles to come, and he always brings a few dirty tricks with him. (Yes, him. Look, we don't make the rules.)

Phase 1 (Ground Combat)

Objective: Move out and destroy all the enemy robots!

It's Shinjiro's first day in the field, so this mission's tailored to let you come to grips with the game's unique battle system. If you already know how it works, then feel free to just kick robot butt until the next phase. However, if you don't, then know that any requests to use the tutorials are not LIPS sequences, and will cause no change in character trust. If you need them, feel free to use them.



• Just learn the ropes for now. Everyone but Shinjiro is controlled by the CPU.

Normal LIPS (If Shinjiro ends a turn while close to Ratchet)

Will I make a good soldier?	0
Thank you! I'll do my best!	Ratchet +1
Just keep praising me...	Ratchet -1
Nothing	0

End Phase 1

Normal LIPS

(Save the Captain!)	Subaru +1, Cheiron +1
Nothing	0

Normal LIPS

I didn't do anything wrong!	Ratchet +3
I can't abandon my teammates!	Ratchet +2
I just didn't want to lose you!	0
Nothing	0

Phase 2 (Ground Combat)

Objective: Continue destroying enemy robots before your battle with Garan!

You're down a member, but you now have the Joint attack on your side, plus full control over the entire Revue's actions. Coordinate your attacks and always try to go for multiple robots at once, either in a line with Joint Attacks or with area-affecting melee attacks such as Subaru's fans.



- Chieron's chains are currently the closest thing to a ranged weapon you have. Use them to take down enemies above you.

Automatic LIPS

(Destroy a robot with a Joint attack between Shinjiro and a teammate) Cheiron +1, Subaru +1

Normal LIPS (If Shinjiro ends a turn while close to Cheiron)

Friends are even more important!	Cheiron -1
I'll be careful from now on.	Cheiron +1
What are your laws?	0
Nothing	Cheiron -2

Normal LIPS

(If Shinjiro ends a turn while close to Subaru)

You don't trust me?	Subaru -2
You can trust me!	Subaru -1
I'm a military academy graduate!	0
Nothing	Subaru +1

End Phase 2

(Battlefield)

Analog LIPS

(91%-100%) Transform! Flight mode!	0
(61%-90%) Pull this lever...?	0
(41%-60%) Pull this lever...?	0
(21%-40%) Pull this lever...?	0
(0-20%) Pull this lever...?	0
Nothing	0

Phase 3 (Aerial Combat)

Objective: Destroy Garan!

Technically, you just need to destroy its headpiece twice, but it'll be a ways to get there.

The first step, to save yourself some time, is to send Shinjiro around to Garan's back and destroy the Steam Unit. If you don't do that, Garan will heal various parts of itself each turn, and you'll be told to—you guessed it—go around and destroy the Steam Unit.

Meanwhile, use Chieron and Subaru to take out enemy robots and various parts of Garan's body. Don't concentrate for the head area until the Steam Unit is destroyed. Chieron in particular will be of great help with Guilty Blow's area of effect. Joint Attacks will also help you get rid of the riffraff.



Feel free to heal if you need to; you'll likely have to once over the course of this fight. Remember that units' teammates can heal each other as well as themselves.

Once you've taken care of the Steam Unit, go for the Hell Crown on Garan's head, and the Dark Core beneath it. Take those out, and you've won this battle!

Normal LIPS

(If Shinjiro is hit with an attack from the enemy)

I'll fight to the very end!	Cheiron +1, Ratchet +1
Maybe I'll just observe...	Subaru +1, Ratchet -1
Are you guys okay?	0
Nothing	Cheiron -1, Ratchet -1

END OF CHAPTER 1

Chapter 2

Of the People, For the People, By the People

Cheiron Archer is the best lawyer in New York City. Nothing gets to her—or so we're led to think. However, when she's forced to make a decision between her past and her present, it's up to Shinjiro Taiga to stop her world from crashing down around her. Are Cheiron and the city doomed, or can a well-timed "Objection!" bring law and order back to both?

Focus Heroine: Cheiron. Unless you've been making many wrong decisions with her, she'll be your power-character in the coming battle.



Chapter 2-1 *Adventure Mode*

LOCATION: Midtown

(Central Park, Sunnyside's Place)

Normal LIPS

I'll do whatever I can to help!	Ratchet +1
So I'm not a real Captain?	0
Please teach me everything!	Ratchet -1
Nothing	0

Cameratron

Take a perfect photo of the two together	Ratchet +1
Instead of photographing Sunnyside and Ratchet, photograph only Ratchet	Ratchet +1
Zoom in on Ratchet's chest	Ratchet -2
Photograph only Sunnyside	0

(New York Metropolitan Museum)

Normal LIPS

Should I talk to Mr. Sunnyside?	Gemini -1
I'm sure you can do it!	Gemini +1
You're not quite pretty enough.	Gemini -2, go to next Normal LIPS
Nothing	0

Normal LIPS (after picking option 3 in the last Normal LIPS)

Of course!	0, go to next Normal LIPS
Sorry, I don't think I can.	Gemini -1
Nothing	Gemini -1

Normal LIPS (after picking option 1 in the last Normal LIPS)

Sure, I'd love to!	0, go to next Normal LIPS
Sorry, I don't think I can.	Gemini -1
Nothing	Gemini -1

Normal LIPS (after picking option 1 in the last Normal LIPS)

Dinner?	Gemini +1
No problem!	0
Sorry, I don't think I can.	Gemini -1
Nothing	0

Normal LIPS

Do I have that kind of power?	0, go next Analog LIPS
I will defend my samurai honor!	0
What about you, Kayama?	0
Nothing	0

Analog LIPS: <Shinjiro>

100% (Look Kayama in the eye)	0
75% (Look Kayama in the eye)	0
50% (Look Kayama in the eye)	0
25% (Look Kayama in the eye)	0
0% (Look Kayama in the eye)	0
Time (Look Kayama in the eye)	0

LOCATION: Theater

(Backstage)

Normal LIPS

I'm the new Captain-in-Training!	0
I didn't know you were changing!	0
That mark on your abdomen...?	Cheiron -1
Nothing	Cheiron -1

Normal LIPS

Uwah! Were you changing?	Cheiron -1
(your previous response)	0
O-okay!	Cheiron -1
Nothing	0

Normal LIPS

I'm the new Captain-in-Training!	0
I didn't mean to see her change!	Subaru -1
Thanks for saving me.	0
Nothing	Subaru +1

MOVEMENT TIME BEGINS (8:15pm-8:55pm)

Ratchet will tell you to have someone escort you to Harlem so you can deliver a letter to Cheiron.

It'll have to be before 8:40pm because otherwise, Mr. Wong will show up at that time and send you to Harlem without an escort. If you want Ratchet to take you (which greatly helps your ability to choose her as an endgame heroine) you'll have to visit her at the Manager's Office twice. See below.

LOCATION: Theater

(Bar)

Stick LIPS

Perfect	Cherry +2
Good	Cherry +1
Fair	0
Poor	Cherry -1

(Gift Shop)

Normal LIPS

That's really nice of you.	Anri +2
Could you? I'd like that.	Anri +1
No thanks. I can fix it.	0
Nothing	Anri -1

(Backstage)

Analog LIPS

71%-100% (Stand up)	Gemini -1
51%-70% (Stand up)	Gemini -1
28%-50% (Stand up)	Gemini +1
10%-27% (Stand up)	Gemini +1
0%-10% (Stand up)	0
Nothing	Gemini -2

(Manager's Office)

No LIPS.

(8:25 and earlier) Conversation with Ratchet.

(8:30) Ratchet can be your escort to Harlem if you wish.

LOCATION: Village

Gemini's Place

No LIPS.

(8:40 and earlier) Gemini can be your escort to Harlem if you so wish.

If you decline, Gemini will leave the Village, meaning you won't be able to access the below LIPS with her here.

(Library)

Normal LIPS (after 8:40 or leaving Harlem after being escorted without delivering Cheiron's letter)

It's your own fault.	Gemini -1
You should take care of that.	Gemini +1
Abacadabra! Your pain is gone!	0, see next
	Analog LIPS
Nothing	0

Analog LIPS

(after choosing option 3 in the last Normal LIPS)

(71%-100%) Abacadabra! Your pain is gone!	Gemini -2
(51%-70%) Abacadabra! Your pain is gone!	Gemini -1
(28%-50%) Abacadabra! Your pain is gone!	Gemini +1
(11%-27%) Abacadabra! Your pain is gone!	Gemini +2
(0%-10%) Abacadabra! Your pain is gone!	Gemini -1
Nothing	0

Maggie's Grocery

Stick LIPS

Perfect	Cherry +1, Anri +1
Good	Cherry +1, Anri +1
Fair	Anri -1
Poor	Cherry -1, Anri -1

LOCATION: Midtown

(Gold Plaza Hotel)

(8:35 and earlier) Subaru can be your escort to Harlem if you so wish.

Normal LIPS (8:40 and later, provided Ratchet wasn't your escort and you've already been to Harlem and left without delivering the letter.)

I don't believe it!	Ratchet -1
Thanks for everything!	Ratchet +1
So you'll be just like me?	0
Nothing	0

5th Avenue (8:40 and later, provided Subaru wasn't your escort and you've already been to Harlem and left without delivering the letter.)

Normal LIPS

Can I go there, too!	0
Do you ever stop researching?	0
So... you're into girls?	Subaru -1
Nothing	Subaru +1

LOCATION: Harlem

FREE TRAVELING BEGINS (only if with an escort)

You'll be able to move freely around Harlem at the cost of 10 minutes when done.

--Ratchet as Escort--

(Mercury Club)

Cameratron

(Take a picture with Ratchet as the main centered focus)	Ratchet +2
--	------------

(Church)

Normal LIPS

Just dig in!	Ratchet +1
Don't be rude.	Ratchet +1
Do you need a knife and fork?	Ratchet -2
Nothing	0

(Escort will end after visiting here.)

--Gemini as Escort--

(Church)

Cameratron

Take a picture of Gemini	Gemini +1
--------------------------	-----------

(Alley)

Normal LIPS

Throw it at him!	0
Use it as bait!	Gemini +1
Let me eat it!	Gemini -1
Nothing	0

(Escort will end after visiting here.)

--Subaru as Escort--

(Alley)

Cameratron

(Take a picture of the motorcycle)	Subaru +1
------------------------------------	-----------

(Mercury Club)

Normal LIPS

Don't worry about her.	Subaru +1
She's just feeling sick.	Subaru +1
She doesn't really like jazz.	Subaru -1
Nothing	0

(Escort will end after visiting here.)

TRAVELING ENDS (8:55pm, or after delivering Cheiron's letter). Chapter 2-1 ends. Save your game here.

Chapter 2-2 Adventure Mode

LOCATION: Harlem

(Cheiron's Law Office)

Normal LIPS

Isn't that a little harsh?	0
Thank you for the lesson	Cheiron +1
You really are a lawyer...	Cheiron -1
Nothing	0

Normal LIPS

Cheiron, you look... happy.	Cheiron +1
This is a pretty rough place!	0
Why don't we join them?	Cheiron +3
Nothing	0

(Outside Cheiron's Law Office)

(With the person who escorted you to Harlem last night. If you were alone, none of the rest of the LIPS in this chapter apply.)

Normal LIPS (Ratchet)

Love.	Ratchet +1
Compassion.	Ratchet +1
Money...?	Ratchet -1
Nothing	0

Normal LIPS (Gemini)

Love.	0
Compassion.	Gemini +1
Money...?	Gemini -1
Nothing	0

Normal LIPS (Subaru)

Love.	Subaru -1
Compassion.	Subaru +1
Money...?	Subaru +2
Nothing	0

(Back Alley)

Stick LIPS

Perfect:	+1 whoever is with you
Good:	+1 whoever is with you
Fair:	0
Poor:	-1 whoever is with you

Chapter 2-2 ends. Save your game here.

Chapter 2-3 Adventure Mode

LOCATION: Midtown

(Central Park, Sunnyside's Place)

Normal LIPS

Cheiron knows better than I do.	Cheiron -1
(Comment pertaining to your escort last night)	Harlem Escort +1
You mean the steam machine?	0
Nothing	0

Normal LIPS

Just forget what I said before.	Cheiron -1
Tell me the truth...	0, see next
Normal LIPS	
Wanna get some breakfast?	Cheiron -1
Nothing	0

Normal LIPS

Just forget what I said before.	Cheiron -1
Tell me the truth...	Cheiron -2
Wanna get some breakfast?	Cheiron +1
Nothing	0

(Central Park)

Normal LIPS

I'm the new Captain-in-Training!	Diana +1
My friend won't open up to me.	0
I came to see you.	Diana +1
Nothing	0

LOCATION: Harlem

(Church)

Normal LIPS

(Tell them what happened)	0
(Look Cheiron in the eye)	0
Nothing	Cheiron -1

Normal LIPS

Bring it on!	Cheiron +1
Let's not make a big fuss here!	0
Carlos... what should we do?	Cheiron -1
Nothing	0

Chapter 2-3 ends. Save your game here.

Chapter 2-4 Adventure Mode

TRAVELING TIME BEGINS (10:00am-11:25am).
You will be able to freely move around New York.
Collect evidence for Shinjiro's mock trial with Cheiron.

LOCATION: Theater

(Bar)

Evidence gathering opportunities (Obtain info about soul food and the motorcycle located in Harlem's alley. Talk to cherry twice for the motorcycle info.)

Normal LIPS

So, just like mama used to make?	0
You think Cheiron would like it?	Cherry +1
You're a fantastic cook!	Cherry +2
Nothing	Cherry -1

(Gift Shop)

Normal LIPS

Well that's good.	Anri +1
I wish I could have gone.	Anri -1
That's not what I meant!	Anri -2
Nothing	Anri +2

(Backstage)

Gather evidence (Gospel music).

Stick LIPS

Perfect:	Gemini +1
Good:	Gemini +1
Fair:	0
Poor:	Gemini -1

Stick LIPS

Perfect:	Gemini -1
Good:	Gemini +2
Fair:	Gemini +1
Poor:	Gemini -1

(Rooftop Garden)

Analog LIPS

(81%-100%) Yeah, I am.	Ratchet +2
(61%-80%) Yeah, I am.	Ratchet +1
(41%-60%) Yeah, I am.	Ratchet +1
(21%-40%) Yeah, I am.	0
(0%-20%) Yeah, I am.	Ratchet -1
Nothing	0

(Revue Facilities)

1: Normal LIPS

Sounds like something they'd do!	0, see (2:)
I'm not sure about that...	0, see (3:)
Do you really think so?	Subaru -1
Nothing	0

2: Normal LIPS

Because they hurt Jing, too!	0
I just don't trust them.	Subaru -1
It's what I'd do if I were them.	Subaru +1
Nothing	Subaru -1

3: Normal LIPS

I heard lightning caused it.	Subaru +1
They wouldn't harm the public.	0
They don't want the bad press.	Subaru +2
Nothing	Subaru +1

LOCATION: Village

(Shinjiro's Place)

Analog LIPS

(81%-100%)	Gemini -2
(61%-80%)	Gemini -1
(40%-60%)	0
(21%-40%)[Gemini +1	
(0%-20%)	Gemini +1
Nothing	Gemini -1

(Café Samba)

No LIPS.

Gather evidence automatically (Cheiron bribing the authorities, or a hint to go to the library.)

(Library)

Evidence gathering opportunity (ties to the mafia).

Double LIPS

1: Click LIPS

Click the bookshelves on the left side of the second floor until purple-suited man is mentioned, then click purple-suited man	0, see next normal LIPS if you didn't meet Cheiron at Café Samba.
---	---

2: Normal LIPS (after clicking bookshelves)

(Chase him)	0, evidence gathered
Nothing	0

(Maggie's Grocery)

Go once to get advice to go to the Church in Harlem.

Go twice to gather evidence (Bill kicks a kid).

LOCATION: Midtown

(Central Park)

Gather evidence (Harlem kids are energetic!)

(Subaru's Suite)

Evidence-gathering opportunity (Steam Frontier bribed the mayor).

Consecutive LIPS (Go for the *low* score here.)

1: Normal LIPS

I'm gonna follow them!	0, see (2:)
I'm gonna confront them!	Subaru -2
Nothing	Subaru -1

2: Analog LIPS

(Highest) I understand!	Subaru -2, 10 points
(High) I understand!	Subaru -1, 10 points
(Normal) I understand!	5 points
(Low) I understand!	3 points, see (3:)
(Lowest) I understand!	1 point
Nothing	Subaru +1, 0 points

3: Normal LIPS	
(Act like a couple)	Subaru -2, 3 points
(Act like a tourist)	Subaru +1, 0 points
(Act suspicious)	5 points
Nothing	1 point
(At this point, if you have over 10 points, it's all over. If you have less, you'll gain Subaru +2 trust, and keep going.)	

(New York Metropolitan Museum)

4: Stick LIPS	
Perfect:	Subaru +1, 0 points
Good:	2 points
Fair:	4 points
Poor:	6 points
(At this point, if you have over 10 points, it's all over. If you have less, you'll gain Subaru +2 trust, and keep the evidence.)	

End of Consecutive LIPS.

(5th Avenue)

Gather evidence (ask Ratchet to be an eyewitness at the trial).

Normal LIPS

I appreciate it, but...	Ratchet -1
I'll try to earn this gift!	Ratchet +2
It would be my pleasure!	0
Nothing	0

(5th Avenue)

Visit again to gather evidence (the Harlem dream).

(Hightower Apartment)

Normal LIPS (Trust depends on how many pieces of evidence you've gathered so far.)

Why? Are you afraid?	If 5 or more, Cheiron +1, if less, 0
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I've got everything I need!	If 8 or more, Cheiron +2, if less, Cheiron -1
Do you have any evidence for me?	If 5 or more, 0, if less, Cheiron -2
Nothing	Cheiron +1

(ROMANDO)

Gather "evidence" (Go here early on in the day to be told to come back later for the Harlem redevelopment plan. Return close to 11am. If Kayama gives you the plans and begs you not to use them in the trial, make a note to listen to him).

LOCATION: Harlem

(Mercury Club)

No LIPS.

Gather evidence (Jazz is Harlem's soul).

(Cheiron's Law Office)

Normal LIPS

That's Carlos, right?	0
You look nice with bangs.	Cheiron -1
Everyone looks so happy.	0
Nothing	0

(Back Alley)

Gather evidence (Use the Cameratron on the Centaur sword emblem, the motorcycle (talk to Cherry first), and basketball hoop (go to Central Park first).

(Church)

No LIPS.

Gather evidence (Cheiron's reason for becoming a lawyer. You need to gather sufficient evidence first to see this.)

TRAVELING ENDS (11:55am)

If you haven't photographed the Centaurs emblem, Carlos will take you to it. Chapter 2-4 ends. Save your game here.

Chapter 2-5 Adventure Mode

Your trial with Cheiron starts now. You'll be able to present all of the pieces of evidence you've gathered. Choose wisely, and make sure that all of your evidence is complete, otherwise you'll lose points. The trial is split up into three proceedings. Go for the highest score possible.

--Opening Statements--

Normal LIPS

They're involved with gangs!	+3 points
Bill kicked a little kid!	+0 points, see Analog LIPS #1
They bribed the mayor!	+0 points, see Analog LIPS #2
They almost killed Jing!	Trust based on Harlem escort. Gemini: +4 points. Subaru, +5 points. Ratchet, +3 points. Otherwise, -3 points.
Have you seen these blueprints?	+6 points, unless Kayama says not to use it.

Cheiron bribed major Harlemites!	+0 points, see Normal LIPS
I rest my case...	+0 points, end of Opening Statements
Nothing	0, try again the first time, end of Opening Statements if Nothing again.

Analog LIPS #1

(81%-100%) Can you trust someone like that?	+7 points
(61%-80%) Can you trust someone like that?	+6 points
(41%-60%) Can you trust someone like that?	+5 points
(21%-40%) Can you trust someone like that?	+4 points

Chapter 2-4 Adventure Mode

(0%-20%) Can you trust someone like that?	+3 points
Nothing	+0 points

Analog LIPS #2(Points depend on how well you did in the tail job with Subaru. If you got the evidence and low points during that time, give it all you've got! If you did badly, you'll lose points.)

(81%-100%) But bribery is bribery!	+5 or -5 points
(61%-80%) But bribery is bribery!	+4 or -4 points
(41%-60%) But bribery is bribery!	+3 or -3 points
(21%-40%) But bribery is bribery!	+2 or -2 points
(0%-20%) No. I have no proof.	-3 or 0 points
Nothing	-1 point

Normal LIPS

You have people working for you!	-5 points
I take back what I said...	0 points
You're the traitor, Cheiron!	Cheiron -1, +4 points
Nothing	-2 points

--Second Argument--

LIPS

I love Soul food!	+1 point
Jazz is the soul of Harlem!	+1 point
I was touched by gospel music!	+1 point
The kids dream of ports glory!	+1 point
The kids are really energetic!	+1 point
Remember the Harlem dream!	+1 point
I rest my case...	0 points
Nothing	0 points, try again the first time, end of Opening Statements and -8 points if Nothing again.

Automatic LIPS	+3 or -3 points depending on your performance.
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Normal LIPS

Do you think so little of them?	+2 points
You can't buy your way out!	-2 points
I'd probably take it...	-5 points
Nothing	-3 points

--Final Argument--

You'll be presented with a number of options. Unless you're trying to lose this trial on purpose, simply go with "Our Harlem?" (or any response that disassociates the present residents of Harlem with the renovated Harlem) to move onward.

Analog LIPS

(81%-100%) Answer the question!	+5 points
(61%-80%) Answer the question!	+4 points
(41%-60%) Answer the question!	+3 points
(21%-40%) Answer the question!	+2 points
(0%-20%) Answer the question!	+2 points
Nothing	+5 points

Normal LIPS:

Hear the voice of Harlem!	+5 points
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--Cheiron's Final Gambit--

Analog LIPS

(81%-100%) What are you saying?	0
(61%-80%) What are you saying?	0
(41%-60%)What are you saying?	0
(21%-40%)Please... stop this.	0
(0%-20%) Please... stop this.	0
Nothing	0

LIPS

(Show her her old motorcycle)	0
Why did you become a lawyer?	0
(Show her the Centaur emblem)	0

LIPS

Remember the Centaur Oath?	0, but will help in a later LIPS during Battle Mode
Nothing	0

Normal LIPS

You love Harlem, right?	Cheiron +5
It's okay now.	Cheiron +5
Don't you get it?	Cheiron +5
Nothing	Cheiron +5

Normal LIPS

Evacuate the residents now!	Cheiron +3
We have to help them!	Cheiron +1
Retreat, right now!	Cheiron +2
Nothing	0

(Conference Room)

Analog LIPS

(86%-100%) New York Combat Revue, move out!	Cheiron +2, Subaru +1
(71%-85%) New York Combat Revue, move out!	Cheiron +1, Subaru +1
(61%-70%) New York Combat Revue, move out!	Cheiron +1, Subaru +1
(26%-60%) New York Combat Revue, move out!	Cheiron +1, Subaru +1
(0%-25%) Qre you okay with this, Ratchet?	0
Nothing	0

Chapter 2-5 ends. Save your game here.

Chapter 2-6 Battle Mode

Time: May 1928 | Place: Harlem | *It's Showtime! Urban Combat Begins Now!*

New York Combat Revue
(Shinjiro Taiga/Cheiron Archer/Subaru Kujo)

Vs.

Feared Enemy of New York
Kokuryu-Hime (piloting Kusakage)

A fierce female general who believes only in her own sense of justice. Among all of Nobunaga's vassals, she is most talented with a sword.

Facing Kokuryu-hime means you'll have to deal with lots of wide area attacks. They *will* hit, and they *will* hurt. You'll need to stay one step ahead at all times!

Phase 1 (Ground Combat)

Objective: Destroy the DP Amplifiers!

It's fodder robot destruction time once again. Make sure to destroy the three DP Amplifiers around the map, which are your true objective. On the northwest and southeast sides of your starting point are places where you can now use the "Area Move" command to fly to other points in the battle. Southeast leads to the Alley, northwest to the Hall. Team up in a single area if you have to in order to get the job done.



Subaru is a good choice to send into the Hall, as she can effortlessly climb steps, and Lunatic Bloom can clear out robots like clockwork.

Normal LIPS (If Shinjiro ends a turn while close to Cheiron)

Am I really that cute?	Cheiron +1
I'm not nearly that violent! 2	Cheiron -1
But you're so much taller...	0
Nothing	0

End Phase 1

(Alley)

Normal LIPS

That's a lie, and you know it!	Cheiron +1
Remember your Centaur Oath!	Cheiron +2
That's not justice!	Cheiron +1
Nothing	Cheiron +1

Phase 2 (Ground/Aerial Combat)

Objective: Destroy Kusakage's midsection!

Kusakage has a whole lot of targets, but the main ones that absolutely should be taken out are its tail, especially the back end of it. Do so with Joint attacks between the crew members. Eventually, you'll be given the ability to Area Move to the train itself, where you'll be able to engage in Ground Combat against Kusakage's Dark Core. The Shin strategy can make this go faster if you've been making good



Cheiron works best staying in flight mode to deal with several targets at once, including the tail and arms.



Subaru can either stay airborne for Joint attacks with Cheiron, or can back up Shinjiro's Power against the Core.

Finally, note that you can use the Help Me! Command to set up joint attacks. You can only use it once so do so wisely.

Normal LIPS (If Cheiron is nearby Subaru when either of their turns end)

Just forgive and forget.	Cheiron +1
You two need to get serious!	Cheiron -1, Subaru -1
Cheiron, you're totally guilty!	Subaru +1
Nothing	Cheiron +2

Chapter 3

Rosita In Spirit

A seemingly helpless little Mexican girl finds her way to New York—wait, what? She's a dual-pistol-wielding bounty hunter who just happens to be the Star Division's new recruit? What kind of madness is this? Unfortunately, before her full power can be released, she's got to get over one *killer* perfectionist's complex. It's Shinjiro to the rescue as he gets a crash course in surrogate fatherhood!

Focus Heroine: Rosita. Unless you've been making many wrong decisions with her, she'll be your power-character in the coming battle.



Chapter 3-1

Adventure Mode

LOCATION: Bay-area

(Wall Street)

Normal LIPS

Stop the girl!	Rosita -1
Ask (Person you currently have the most trust with) for help!	Either Gemini +1, Cheiron +1, Subaru -1, Ratchet +1, Cherry +1, or Anri -1
Protect the robber!	0
Nothing	0

LOCATION: Theater

(Manager's Office)

Normal LIPS

But you're a kid!	0
She's really good with a gun.	Rosita +1
How can that even be legal?	Rosita -1
Nothing	0

Normal LIPS

Ratchet, get her food! Now!	Rosita +1, Ratchet +1
Hold on, Rosita!	0
Can I have a little taste?	Ratchet -1
Nothing	0

(Rooftop Garden)

Normal LIPS

You already shot me once!	0
Just one bite? Please?	0, see next Analog LIPS
Sorry...	0, see next Normal LIPS
Nothing	0

Analog LIPS (from choosing option 2 in last Normal LIPS)

(80%-100%) Ahh...	Rosita -1
(60%-80%) Ahh...	Rosita +1, Ratchet +1
(41%-60%) Ahh...	Rosita +1, Subaru -1,
(21%-40%) Ahh...	Cheiron -1, Subaru -1, Ratchet +1
(0%-20%) Ahh...	Cheiron -1, Subaru -1,
Nothing Ahh...	0

Normal LIPS (from choosing option 3 in last Normal LIPS)	
Here, have some steak.	Rosita +1, see next Normal LIPS
Here, have some salad.	0
Nothing	0

Normal LIPS (from choosing option 1 in last Normal LIPS)	
Here, have some croquettes.	Rosita +1 -> go to next LIPS
Nothing	0

Normal LIPS (from choosing option 3 in last Normal LIPS)	
Here, have some hamburgers.	Rosita -2
Nothing	Rosita +1

(Onstage)	
Normal LIPS	
(Go stop Rosita)	Cheiron -2,
Subaru -2, Ratchet -2	
(Talk to Cheiron and Subaru)	Cheiron -1,
Subaru -1, Ratchet +1	
(Turn off the lights)	Cheiron +1,
Subaru +1, Ratchet +1	
Nothing	0

Chapter 3-1 ends. Save your game here.

Chapter 3-2 Adventure Mode

(Backstage)	
Normal LIPS	
That was a great performance!	Cheiron -1, Rosita +1
Don't sweat it.	Rosita -1
Why not just say you're sorry?	0
Nothing	Rosita -1

Normal LIPS	
Is it to bad to fail sometimes?	0
Rosita's lost a lot of energy...	Gemini +1
How are you always so cheerful?	Gemini +1, then Gemini -1
Nothing	0

TRAVELING BEGINS (4:00pm-4:55pm)
You will be free to move around New York City.
The Bay-area will open up at 4:30, and a call from Ratchet will instantly summon you there.

LOCATION: Theater (Rooftop Garden If with Rosita)

Normal LIPS	
Our teacher.	Ratchet +1
(if high trust with Ratchet)	Ratchet +2
The school superstar!	
The class president.	0
The school gang leader?	Ratchet -2
My upperclassman crush...	Ratchet +1
Nothing	0

Normal LIPS	
My pet.	Rosita +1
My overeager underclassman.	Rosita +1
My Plan B.	Rosita -2
Nothing	0

(Hot Spring)	
Normal LIPS (If not with Rosita, and you choose to go inside)	
That's terrible!	Cherry -2, Anri -1
I... I have to go now. 2	0
Well... sure, lemme see.	Anri -2
Nothing	Cherry +1, Anri -1

(Backstage)	
Normal LIPS	
You win.	Gemini - or -2
I thought it was (4, 5, 6, 7, 100) arrows.	Gemini +1, Rosita +1
Nothing	Gemini -1

Bar	
Cameratron (After talking to Cherry)	
Take a picture of Rosita & Cherry	Rosita +1, Cherry +1
Zoom in on Cherry's bosom instead	Rosita +1, Cherry +3

Gift Shop	
Buy Rosita's bromide, then talk to Anri	Rosita +1, Anri +1
Talk to Anri again, and take a picture of both at once with the Cameratron	Rosita +1, Anri +1

LOCATION: Village (Shinjiro's Place)

Stick LIPS	
Perfect	Rosita -1
Good	0
Fair	Rosita +1
Poor	0

(Café Samba)

Analog LIPS	
(76%-100%) (Eat it)	Rosita -2, Subaru +1
(61%-75) (Eat it)	Rosita -1
(30%-60%) (Eat it)	Rosita +1,
(16%-30%) (Eat it)	Rosita +1,
(0%-15%) (Eat it)	Rosita +1, Subaru -1
Nothing	Cheiron -2 Rosita +2, Subaru -1

(Library)

Normal LIPS

Go talk to her.	0, see next Normal LIPS
Send in Niccolo.	Rosita +1
Leave her alone.	Cheiron +1, Rosita +1
Nothing	0

Normal LIPS (after choosing option 1 in last Normal LIPS)

You can just cry in my arms.	Cheiron -2
What kind of book is that?	0
You're cute when you cry.	Cheiron -1
Nothing	0

(Gemini's Apartment)

Cameratron

Take a picture of Gemini & Rosita	Gemini +1, Rosita +1
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LOCATION: Midtown

(Central Park, 1st visit)

Stick LIPS (three times. Perfect equals a home run.)

All home runs	Gemini +2, Rosita +2)
At least 1 home run	Gemini +1, Rosita +1
Nothing	Gemini -1, Rosita -1

(Central Park, 2nd visit)

Analog LIPS

(81%-100%) No!	Diana +2
(61%-80%) No!	Diana +1
(41%-60%) No!	Diana +2
(21%-40%) No!	Diana
(0%-20%) No!	Diana -1
Nothing	Diana -2

(Subaru's Suite)

Cameratron

Take a picture of Subaru & Rosita	Rosita +1
Take a picture of just Rosita	Rosita -1, Subaru +1

(5th Avenue)

Normal LIPS

He's a bad guy!	Ratchet -1
Let's run away!	0
You have to apologize!	Rosita +1, Ratchet +1
Nothing	0

ROMANDO

Cameratron

Take a picture of Rosita & Kayama, or just Rosita	Rosita +1
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LOCATION: Harlem

(Alley)

Normal LIPS

Dribble the ball!	0
Shoot the ball!	0
Pass the ball!	0, see next Stick LIPS
Nothing	0

Stick LIPS (after choosing option 3 in the last Normal LIPS)

Perfect	0, see next Analog LIPS
Good	0, see next Analog LIPS
Fair	0
Poor	0

Analog LIPS (after doing well in the last Stick LIPS)

76%-100% Shoot!	Rosita +1
60%-75 Shoot!!!	Cheiron +1, Rosita +2
41%-60% Shoot!	Rosita +2
21%-40% Shoot.	0
0%-20% Shoot.	0
Nothing	0

(Cheiron's Law Office)

Click LIPS

Mouth (click once) leads to Normal LIPS

You're so cool!	Cheiron -1
I'm on your side!	Cheiron +1
Don't pick a fight!	Cheiron -1
Nothing	0

Click LIPS

Mouth (click a second time) leads to Cameratron

Take a picture of both	Cheiron +1, Rosita +1
------------------------	--------------------------

Click LIPS

Hair (click twice) leads to Normal LIPS

Yeah, I do.	0, or Cheiron +1 if you have high trust with her
You look sexy with it up, too.	Cheiron +1
Maybe I should grow my hair out.	0
Nothing	0

Click LIPS

Chest (click twice) leads to Normal LIPS

That's nor fair!	Cheiron -2
I wanna remember my mom, too!	Cheiron -1
I'm sorry...	0
Nothing	Cheiron -2

LOCATION: Bay-area

(Construction Site)

Normal LIPS

No, not really.	Subaru -2
That's the spirit of America!	Subaru +1
What do you think, Rosita?	0
Nothing	0

(Battery Park)

Cameratron

Take a picture of Rosita. She'll cycle through poses. You get more trust based on how soon you take the picture.

First pose	Rosita +2
Second through fourth pose	Rosita +1
Fifth pose	Rosita -1
Afterwards, or bad picture	Rosita -2

TRAVELING ENDS (4:55pm or take Rosita home.)

(Rosita's House)

Click LIPS:

Campfire (click once) leads to Normal LIPS	
Yes. We call it 'sashimi'.	0
You shouldn't be lighting fires!	Rosita -1
Can you really cook by yourself?	Rosita +1
Nothing	0

Click LIPS

Hammock (click once) leads to Normal LIPS:

Can I try laying down on it?	0, see next Stick LIPS
Can we trade beds?	Rosita +1 if you both visited Shin- jiro's Place earlier
Don't you fall off a lot?	Rosita +1
Nothing	0

Stick LIPS (after picking option 1 in last Normal LIPS)

Perfect	Rosita +1
Good	Rosita +1
Fair	0
Poor	Rosita -1

Normal LIPS

It must have been hard...	Rosita +1
What happened wasn't your fault.	Rosita +1
I can be your stand-in Papa.	0
Nothing	0

Normal LIPS

Okay. I'll eat dinner with you.	Rosita +1
Sorry, I really have to go home.	Rosita -2
Can I stay here tonight?	Rosita +2
Nothing	Rosita -1

Chapter 3-2 ends. Save your game here.

Chapter 3-3 Adventure Mode

LOCATION: Theater

(Backstage)

Normal LIPS

Let's do it!	Cheiron +1, Ratchet -1
I'm sure Rosita would love it. (If you stayed at Rosita's House last night);	Cheiron +1, Cheiron -1, Subaru +1
(If you didn't stay)	Subaru -1, Ratchet -1
I don't think we need it.	Subaru +1
Nothing	0

(Onstage)

Normal LIPS

(Read her the script)	0
(Act out her lines)	Rosita +1
(Teach her to read and write)	0
Nothing	Rosita -1

(Rooftop Garden)

Normal LIPS

Thanks. I think I will!	Cheiron -2, Ratchet -2
N-no... I can't!	0
What about you, Subaru?	Subaru +1
Nothing	0

(Backstage (if you don't end up at the Bar))

Normal LIPS

You're pretty smart, Rosita!	Rosita +1
Can I learn along with you?	Rosita +1
Cheiron, you're a great teacher.	Rosita +1

(Bar (if you don't end up Backstage))

Normal LIPS

Maybe just a sip.	Rosita +1,
Can I make you something, too?	Rosita +1, Subaru +1
You're so kind, Subaru.	Subaru +1
Nothing	0

(Rooftop Garden)

Normal LIPS

Can I take your picture?	Rosita +1
I'm pretty handsome, huh?	0
What about the bathtub photos?	Rosita -1
(If you chose the second option during the bath) OR	
Let's see some other pictures. (If not)	0
Nothing	0

Chapter 3-3 ends. Save your game here.

Chapter 3-4 Adventure Mode

LOCATION: Theater

(Bar)

Stick LIPS

Perfect	Rosita +1
Good	Rosita +1
Fair	0
Poor	0

(Rooftop Garden)

Normal LIPS

Love is what matters most!	Rosita +1
We all worked together!	Rosita +1
Failure gives birth to success!	Rosita +1
Nothing	Rosita +1

Chapter 3-4 ends. Save your game here.

Chapter 3-5 Battle Mode

Time: July 1928 | Place: Wall Street | Sortie! Financial District!

New York Combat Revue

(Shinjiro Taiga/Cheiron Archer/Subaru Kujo/Rosita Aries)
Vs.
Dokurobo's Minions

Phase (Ground Combat)

Objective: Destroy all the enemy robots!

Joint attacks, Joint attacks, Joint attacks! Use the Help Me! Command to send the companion of your choice (Rosita may have the most power at this point) to a point that will let the rest of the team line up Joint attacks against the robots, and knock them over in no time flat. Also be sure to use Rosita's range to your advantage. If you're in the Shin stratagem, recharge SP whenever you can so you don't miss a beat.



Normal LIPS (If Shinjiro ends a turn while close to Rosita)

By your Pneuma... I think.	Rosita +1
By your own fighting spirit!	0
You're moving it yourself!	Rosita +1
Nothing	Rosita -1

End Phase

(Wall Street)

Analog LIPS

(81%-100%) (Protect Rosita!)	0
(61%-80%) (Help Rosita escape!)	0
(41%-60%) (Help Rosita escape!)	0
(21%-40%) (Help Rosita escape!)	0
(0%-20%) (Help Rosita escape!)	0
Nothing	0

Chapter 3-5 ends. Save your game here.

Chapter 3-6 Adventure Mode

TRAVELING BEGINS (8:00pm-8:55pm)

LOCATION: Theater

(Bar)

Normal LIPS

Now is no time to be stubborn!	Anri +1, but
Anri -2 if you don't help her within 10 minutes.	
Okay, then. Nevermind.	Anri -1
I won't tell Cherry.	Anri +2, but
Anri -2 if you don't help her within 10 minutes.	
Nothing	Anri -1

(Bar)

(To help Anri, talk to her a second time.)

Stick LIPS

Perfect	Anri +1
Good	Anri +1
Fair	Anri -1
Poor	Anri -1

(Gift Shop)

Normal LIPS

You!	Anri -1
Nothing	0

(Auditorium)

Normal LIPS

Let me help you.	0
Why not do it tomorrow?	Anri -1
I'll go get Cherry.	Anri -1

Nothing	0
---------	---

(Backstage)

Normal LIPS

I'm a footstool now?	0
(If you have high trust with Anri) Okay, if it'll help.	
Anri +2; (If not) (Look up)	Anri -1
You're really heavy...	Anri -2
Nothing	Anri +1

(Revue Facilities)

(Ratchet CG can be found here.)

Double LIPS (Get as many points as possible here.)

1: Normal LIPS

(Grab the suspect)	0 points
(Rescue the girl)	1 point, see (2:)
(Talk to the suspect)	2 points, see (2:)

Nothing	0 points
---------	----------

2: Normal LIPS

(Use a hip toss)	2 points
Nothing	0 points

3: Normal LIPS

(Get down!)	2 points
Nothing	0 points

Final Double LIPS Result:

5-6 points	Ratchet +3
3-4 points	Ratchet +2
1-2 points	Ratchet +1
0 points	0

LOCATION: Village

(Shinjiro's Place)

(Café Samba)

Normal LIPS (until 8:35)

You got a bonus?	0
You have a date with some stud?	Cherry +1
Something good happened?	Cherry +1
Nothing	0

Maggie's Grocery

Normal LIPS

Are you having a party?	0
Is that... for Rosita?	0
You're gonna get so fat...	Cheiron -2
Nothing	Cheiron -1

LOCATION: Midtown

(Central Park)

Normal LIPS

(Capture them)	0
(Destroy them)	Gemini -1
(Run away)	Gemini +1
Nothing	Gemini -1

Normal LIPS

Would you like me to catch one?	0
But you're even prettier.	Gemini +1
Are you in love with someone?	Gemini +2
Nothing	0

LOCATION: Harlem

FREE TRAVELING BEGINS

You'll be able to move around Harlem with no time penalty, and accompanied by Cheiron.

(Alley)

Normal LIPS

I wanna sit behind you.	0
I wanna drive Bouncer.	0, see next
	Analog LIPS
No thanks. It's dangerous!	Cheiron -1
Nothing	0

Analog LIPS

(from choosing option 2 in last Normal LIPS)

(71%-100%) (Start the engine)	0
(51%-70%) (Start the engine)	0
(31%-50%) (Start the engine)	0
(18%-30%) (Start the engine)	Cheiron +1
(0%-17%) (Start the engine)	0
Nothing	Cheiron -1

(Mercury Club)

Normal LIPS

Subaru, why not play the piano?	Cheiron +1
For my sake, please don't fight.	Cheiron -1
You better take this outside.	0
Nothing	0

(Cheiron's Law Office)

Click LIPS

Desk (click once) leads to

Normal LIPS

You really like her, don't you?	Cheiron +1
I'll study hard and beat her!	Cheiron +1
I beat she cheated.	Cheiron -2
Nothing	Cheiron -1

Click LIPS

Bookshelf (click twice) leads to

Normal LIPS

A good sense of justice.	0
A good understanding of the law.	0
Lots of guts!	Cheiron +1
Nothing	0

Click LIPS

Phone (click twice) leads to

Normal LIPS

The office of Cheiron Archer!	Cheiron +1
Shinjiro Taiga!	Cheiron -1
The New York Combat Revue!	Cheiron -1
Nothing	0

(Church)

Normal LIPS

She hits me all the time.	Cheiron -1
She helps me a lot.	Cheiron +1
I'll whip her into shape.	0
Nothing	0

FREE TRAVELING ENDS (after going everywhere in Harlem).

(Mercury Club)

Normal LIPS (if you refused Cheiron's invitation)

It was pretty good!	0
Something didn't seem right.	Subaru -1, then +1
It was nothing but sound.	Subaru +1
Nothing	0

LOCATION: Bay-area

(Construction Site)

Normal LIPS

I'll take her to the theater.	0
I'll yell at her, of course.	Subaru +1
I'll take her out to eat.	Subaru +1
Nothing	Subaru +1

TRAVELING ENDS (8:55pm)

LOCATION: Bay-area

(Rosita's House)

Analog LIPS

(81%-100%) I'm NOT fine!	Rosita +2
(61%-80%) I'm NOT fine!	Rosita +1
(41%-60%) Don't talk like that!	Rosita +1
(21%-40%) Don't talk like that!	Rosita +1
(0%-20%) Please don't say that...	Rosita +2
Nothing	Rosita +1

Normal LIPS

Just come back to us.	Rosita +4
I still like you.	Rosita +4
I hate when you're like this!	Rosita +4
Nothing	Rosita +4

Headquarters

Normal LIPS

New York Combat Revue, let's go!	All in Star Division +1
We'll protect you, Rosita!	Rosita +2
Nothing	0

Chapter 3-6 ends. Save your game here.

Chapter 3-7 Battle Mode

Time: July 1928 | Place: Wall Street | *The Wall Street Pay-Per-View Title Bout Begins Now!*

New York Combat Revue

(Shinjiro Taiga/Cheiron Archer/Subaru Kujo/Rosita Aries)
Vs.

Feared Enemy of New York

Dokurobo (piloting Iwatooshi)

A robust and violent Buddhist monk. He's the strongest "badass" among Nobunaga's vassals. There seems to be no bounds to his strength.

Seriously, this guy is best given as wide a berth as possible. Under no circumstances should you engage in close-range combat with this monster without strength in numbers or the Protect command. No pressure, though.

Phase 1 (Ground Combat)

Objective: Destroy all of the cannons, then take out Iwatooshi!

You need to destroy the four cannons situated on each of the buildings. The trouble is, if you try to Area Move between buildings, those same cannons will shoot you out of the sky. The solution?



(Wall Street)
Normal LIPS

We trust you, Rosita!	Rosita +2
Shoot him!	Rosita +1
Get out of here!	0
Nothing	0

Phase 2 (Ground Combat)

Objective: Defeat Dokurobo!

Work on the cannon fodder robots on the first turn, because Dokurobo will just eat whatever you throw at him. This includes Super Moves. Send a Protected teammate up to him as bait if you wish for easy Trust points. Subaru or Cheiron are good attackers due to their wide areas of effect and the perfect enemy formations this battle serves up. Rosita's range once again comes in handy, but don't get her too close to the building's edges, for reasons explained below. Don't bunch units too close to Dokurobo's attack range. He can smack down multiple units in one swipe. Worse, his attacks can force your STARS off of the building if they're close enough to the edge, meaning they'll be out of play for a couple of turns as they scramble to return to the battlefield.

After Dokurobo's attacked once, it's time to whale on him. Use your best Super Moves, Joints and attacks. Remember that you can use Joint attacks to score damage before digging into your Mobility Points for standard attack combinations. Once you've seen Dokurobo attack once, you've seen his entire strat-



Check the Situation Map often. There you'll be able to find each cannon's range of fire, and move between buildings where none of it applies.

As for the cannons themselves, a good Super Move from any of your characters should take them down. Once you get to Wall Street (at the top of the map), hit Iwatooshi with everything you've got! Just so you know, all this is the easy part.

End Phase 1



egy, so plan accordingly. In all, this is basically Power Time(tm).

If you've got more, you win. Make sure Dokurobo has no help around (this includes his shoulder pieces) before concentrating on him specifically.



Chapter 4

Hamlet of Central Park

A pure and innocent soul is consigned to inevitable fate of all human beings, years before her time. Her knowledge of this sends her into deep depression and seclusion. When New York is brought under a spell that only she can combat, can Shinjiro teach her that life is both worth living and fighting for? It's time to give the concept of fate the old one-two punch!

Focus Heroine: Diana. Unless you've been making many wrong decisions with her, she'll be your power-character in the coming battle.



Chapter 4-1 Adventure Mode

LOCATION: Midtown

(Central Park)

Normal LIPS

Then let me help you.	Diana +1
I'm sorry, I didn't mean to-	Diana +1
I could just carry you there...	Diana -1 if low trust, Diana +2 if high trust
Nothing	0

LOCATION: Theater

(Rooftop Garden)

Normal LIPS (Possible responses and trust affected both depend on who you have the highest trust with at the moment)

I just want her to be well.	Gemini +1 OR Chieron +0 OR Rosita +1 OR Subaru +0 OR Ratchet +1
I care about you even more.	Gemini +2 OR Chieron +1 OR Rosita +2 OR Subaru +1 OR Ratchet +2. Also, all others except for Diana/Cherry/ Anri -1.
Do you really have to tease me?	Gemini -1 OR Chieron +1 OR Rosita -1 OR Subaru +1 OR Ratchet +1
N-no, I just meant...	Gemini +1 OR Chieron +1 OR Rosita +1 OR Subaru -1
Nothing	0

(NOTE: Two STAR Division members will accompany you to Diana's at this point. As usual, it's based on the trust you've accumulated thus far.)

LOCATION: Midtown

(Central Park, Sunnyside's Place)

Normal LIPS

He's my boss.	Diana -1 if you said "He must be an awful boss!" in Chapter 1. Otherwise, Diana +1
I'm part of the STAR Division.	Chieron -1, Subaru -1 OR Gemini +1, Rosita +1
He's taking care of me, too.	Diana +1
Nothing	0

Normal LIPS

Then I'll treat him myself!	Diana -1
But how do you know?	0
You can't just give up!	0
Nothing	0

LOCATION: Theater

(Backstage)

Normal LIPS

I won't give up!	Chieron +1, Subaru +1
We still have to try!	Gemini +1, Rosita +1
Diana was right...	Chieron -2, Rosita -2, Subaru -1
Nothing	0

Normal LIPS

Diana can see into the future?	Ratchet +1 when you next see her
Diana can use her Pneuma?	Ratchet +1 when you next see her
Diana is a real fortune teller?	Ratchet -1 when you next see her
Nothing	Ratchet -1 when you next see her

(General Area)

Normal LIPS

She can watch our musical!	Ratchet +1
She can perform onstage with us!	0
Actually, let's decide later.	0
Nothing	0

Chapter 4-1 ends. Save your game here.

Chapter 4-2 Adventure Mode

LOCATION: Midtown

(Central Park, Sunnyside's Place)

Normal LIPS

Let's go out together!	Diana -1
Don't be afraid of fate!	Diana -2
Do you like musicals?	Diana +1
Nothing	0

TRAVELING BEGINS (2:00pm-2:55pm)

You will be able to freely move around New York with Diana. She prefers "quiet" locations.

Take her to too many noisy ones, and she'll leave early	Diana -1
---	----------

LOCATION: Midtown

(Central Park -- quiet)

Stick LIPS (You need to score highly three times. The third gives you trust.)

Perfect:	Diana +2
Good:	Diana +1
Fair:	0
Poor:	0

(Central Park, Second Visit (you'll see Rosita out front))

Stick LIPS

Perfect:	Rosita +2, Diana +1
Good:	Rosita +1, Diana +1
Fair:	0
Poor:	0

(Subaru's Suite -- "quiet" before 2:30)

Automatic LIPS

Ratchet +1, Diana +1 if you've taken Diana to many quiet places so far.

CANNOT TRIGGER -- DO NOT USE

5th Avenue (early: "noisy"; after 14:30: go to LIPS)

LIPS: <Shinjiro>

1	Diana ++ or +1
2	0
3	or +1
T	Diana -1

(Hightower Apartment)

Normal LIPS

Don't say that!	Diana -1
I'm gonna cure him! 2	Diana -2
Life force, huh?	0
Nothing	0

(ROMANDO -- "noisy")

Normal LIPS

A fake!	0
A rare discovery!	0
A really nice hat!	0
Nothing	0

LOCATION: Theater

(Bar)

Normal LIPS

Do your best, Cherry!	Cherry +1
Diana's pretty cute already.	Diana +1,
Why don't you make ME hot?	Cherry +1
Nothing	Diana -1

(Gift Shop)

Normal LIPS

How about the actress photos?	0
How about the Hamlet program?	Diana +1,
How about... Anri?!	Diana -1,
	Anri -2
Nothing	Anri -1

(Backstage --before 4:30pm)

Normal LIPS

I'm coming too, of course!	Subaru +1
No, I'll just wait here.	Diana +1,
I'M supposed to show her around!	Diana -1,
Nothing	0

Head to the Rooftop and Diana will go see Sunnyside, leaving you alone for a bit.

Hot Spring (without Diana)

Click LIPS

Mouth (click twice) leads to Normal LIPS

Do you want me to wash you?	Rosita +1
Why not just close your eyes?	Rosita +1
They hurt my eyes, too.	Rosita -1
Nothing	0

Click LIPS

Belly (click twice) leads to Analog LIPS

81%-100%	Rosita -2, ends Click LIPS
61%-80%	Rosita +1
41%-60%	0
21%-40%	Rosita -1
0%-20%	Rosita -1
Nothing	Rosita -2

Click LIPS

Foot (click 3 times)	Rosita -2, ends Click LIPS
Shirt (click twice)	Rosita +1, ends Click LIPS
Pole (click twice)	Rosita +2, ends Click LIPS

(Rooftop Garden)

Normal LIPS

This is so nice...	0
I hope you get better soon.	Diana +1
Actually, I'm afraid of heights.	Diana +1
Nothing	0

Manager's Office

(After coming here, Diana will rejoin you again.)

Normal LIPS

(Hit him with the frying pan)	Diana -1
(Hit the frying pan)	0
Nothing	Diana +1

(Hot Spring--with Diana)

Normal LIPS

A bare friendship can be good!	Diana -2
Do you want to take a bath?	0
Can I wash your back?	Diana -2
Nothing	0

LOCATION: Village

(Shinjiro's Place -- "quiet")

Normal LIPS

It's not that I don't love her.	Diana +1
She can be... difficult.	Diana -1
It's kind of embarrassing.	0
Nothing	0

(Café Samba -- noisy before 2:30)

Normal LIPS (after 2:30)

Mouthwatering sweet flavor!	Gemini +1,
Bittersweet flavor...?	Gemini +1,
Um... bitter flavor?	Gemini +1,
	Diana +1
Nothing	Gemini -1,

(Library)

Normal LIPS (after 2:30)

Ask Diana!	Cheiron +1,
	Diana +1
What can I do to help?	Cheiron +1
Why don't you just refuse?	Cheiron -2
Nothing	0

Maggie's store ("noisy" before 2:30)

Normal LIPS

Would you like to dance, Diana?	Rosita +1, Diana +1, Diana -1, or Diana -2 depending on how many quiet places you've taken her so far.
Maybe some other time.	Rosita -2, Diana +1
But we're not in costume.	0
Nothing	Rosita -1, Diana -1

LOCATION: Harlem

(Alley -- noisy)

Analog LIPS

81%-100% Cheiron.	Cheiron +2,
56%-80% Cheiron.	Cheiron +1,
41%-55% ...	0
11%-40% Diana.	Diana +1
0%-10% Diana.	Diana +2
Nothing	Diana -1

(Jazz bar -- noisy before 4:30pm)

Normal LIPS (after 4:30)

(Choose a cheerful song)	Diana +1
(Choose a calm song)	Diana +1
(Choose a romantic song)	Diana +2 if high trust, else Diana -2
Nothing	0

(Cheiron's Law Office-- noisy)

No LIPS.

(Church)

Normal LIPS

(Stay and eat)	Diana -1
(Excuse yourselves)	0

LOCATION: Bay-area

(Wall Street -- noisy)

Normal LIPS (before 4:30)

Maybe I should start saving.	Gemini +1, Diana +1
What is it you want to buy?	Gemini +1, Diana +1
Diana, do you save money?	Diana -1
Nothing	0

(Construction site -- noisy)

No LIPS.

(Chinatown -- noisy before 4:30)

Normal LIPS (after 4:30)

Maybe next time.	Diana +1
You should try it!	Diana +1
I wanna try, too!	0
Nothing	0

(Battery Park -- quiet)

Cameratron

Take a picture of Diana's pose where she smiles and lowers her glasses	Diana +2
--	----------

(Battery Park -- quiet, 2nd visit after taking Diana's picture)

Automatic

If you took a picture of Diana's lowered-glasses pose	Cheiron +1
--	------------

Stick LIPS

Perfect:	Diana +1, Cheiron +1
Good: High:	0
Fair:	Cheiron -1
Poor:	Cheiron -1

(Rosita's House --noisy)

No LIPS.

MOVEMENT TIME ENDS (2:55pm if Diana didn't leave early)

End free movement	Diana +1 or Diana +2 depending on how many quiet locations you took her to. If you took her to lots of noisy places, expect to lose trust instead.
-------------------	---

LOCATION: Theater

(Rooftop Garden)

Normal LIPS

Diana... why?	Diana -1, Subaru +1
That bird got better!	Gemini +1, Rosita +1
You said you'd feed me, right?	Diana +1
Nothing	Cheiron -1

Normal LIPS

Let me talk to her.	Cheiron +1, Diana +1, Subaru +1
Please don't yell at her.	Gemini +1, Diana +1
Keep talking...	Cheiron -1, Rosita -1
Nothing	

LOCATION: Conference Room

Normal LIPS

Why don't we ask Diana?	Cheiron +1, Subaru +1
(Cherry or Anri, whoever's higher), can you help?	Either +1
Why don't we search together?	Rosita +1
Nothing	

Normal LIPS

Why won't you save the birds?	Diana -2
Then just go home.	Cheiron -1
Just tell us where the enemy is!	Diana -2
Nothing	Subaru +1

LOCATION: Midtown

(Central Park, Sunnyside's Place)

Analog LIPS

(81%-100%) There's no such thing as fate!	0
(61%-80%) There's no such thing as fate!	0
(41%-60%) There's no such thing as fate!	0
(21%-40%) There's no such thing as fate!	0
(0%-20%) It's madness!	0
Nothing	0

Chapter 4-2 ends. Save your game here.

Chapter 4-3 *Adventure Mode*

LOCATION: Theater

(Rooftop, Rooftop Garden)

Normal LIPS

I'm sorry.	Ratchet +1
I'm not strong, either.	0
I don't want to understand!	Ratchet -2
Nothing	0

MOVEMENT TIME BEGINS (8:15pm-8:55pm)

You will be able to freely move around New York.

LOCATION: Theater

There are no LIPS to be found in the Theater at this time.

LOCATION: Village

(Café Samba)

Normal LIPS (8:40 onward)

Okay, let's go.	Cherry +1
The theater is closed right now.	Cherry -1
Don't you want to celebrate?	Cherry +2
Nothing	0

(Library -- high trust with Ratchet)

Stick LIPS

Perfect	Ratchet -1
Good	Ratchet +3
Fair	0
Poor	Ratchet -1

(Library -- low trust with Ratchet)

Normal LIPS

Just grab on!	Ratchet +3
Are you sure you're okay?	Ratchet +1
Okay, then, good luck!	0
Nothing	Ratchet -1

(Maggie's Grocery)

Normal LIPS

Will you make me some someday?	0
Can I make it for you someday?	Cheiron +1
Nothing	Cheiron -1

Gemini's Apartment

Normal LIPS (only before meeting Gemini at 5th Avenue)

That's not appropriate!	Gemini -1
Welcome to our boutique, ma'am.	Gemini +1
Yo! How's it hangin'?	Gemini +1
Nothing	Gemini -1

LOCATION: Harlem

(Alley)

Analog LIPS

81%-100%	Subaru +1
61%-80%	Subaru +1
41%-60%	0
21%-40%	Subaru -1
0%-20%	0
Nothing	Subaru +1

(Cheiron's Law Office)

Double LIPS (Go for the lowest score.)

1: Normal LIPS

(Vacuum the floor) 1	+1 point
(Tidy up the mess)	0 points
Nothing	+1 pt

2: Normal LIPS

What does it say ? 1	+1 point, see (3:)
We don't have time for this!	0 points, see (4:)
Nothing	+1 point, see (4:)

3: Normal LIPS

What kind of story is it?	Cheiron -2, ends Double LIPS
Let's keep cleaning !	0 points, see (5:)
Nothing	+1 point, see (5:)

4: Normal LIPS

We have to mop the floor!	0 points, go to Final Result
Sounds interesting...	0 points, see (5:)
Nothing	+1 point, go to Final Result

5: Normal LIPS

It goes right there.	Cheiron -2, ends Double LIPS
We have to mop the floor!	0 points, go to Final Result -> Go to Bonus
Nothing	+1 point, go to Final Result

Final Double LIPS Result:

0-1 point	Cheiron +2
2 or more points	Cheiron +1

LOCATION: Midtown

(5th Avenue)

Normal LIPS

Please let go of her!	Gemini +1
Sorry for my friend's manners.	Gemini -1
Get your damn hands off her!	Gemini +1
Nothing	Gemini -1

Central Park

LIPS: <Diana>

The night wind is bad for you.	Diana +1
You're worried about the birds?	0
Your bird is getting better!	0
Nothing	0

(Hightower Apartment -- 8:40 onward)

Click LIPS

Mouth (click twice) leads to Normal LIPS

You're so popular with the guys!	Anri +1
That's really dangerous!	0
I'm jealous...	Anri +1
Nothing	0

Click LIPS Clothes (click twice) leads to Normal LIPS

Dreams should be that big!	Anri +2
You can do it, Anri!	Anri +1
Yup, you're way too optimistic.	0
Nothing	0

Location: Bay-area

FREE MOVEMENT TIME BEGINS

You'll be able to move around Bay-area with Rosita. It will only cost 10 minutes in the end.

(Construction Site)

Consecutive LIPS

Special Rosita CG can be found here.

1): Stick LIPS

Highest-Perfect:	Rosita +1, 2 points
High:	1 point
Normal:	0
Low-Lowest:	0
Lowest-Nothing:	Rosita -1

(Chinatown)

2: Normal LIPS

What would your mother think?	1 point
Fight fair, you chicken!	Rosita +1, 1 point
Freeze, or I'll kill Rosita!	Rosita -1, 0 points
Nothing	0

(Battery Park)

3: Special Rosita CG can be found here.

Stick LIPS

Perfect:	2 points
Good :	1 point
Fair:	0
Poor:	Rosita -1

Final Consecutive LIPS Result:

4 points	Rosita +2
1-3 points	Rosita +1
0 pts	Rosita +1

(Wall Street)

Normal LIPS

Just in love with gold!	Subaru +1
Making something from gold!	Subaru +1
Desperate for money!	0
Nothing	Subaru -1

FREE MOVEMENT TIME ENDS

MOVEMENT TIME ENDS (8:55pm)

<Village>

Stick LIPS

Highest-Perfect:	whoever you're with +1
High:	whoever you're with +1
Normal:	0
Low-Lowest:	0
Lowest-Nothing:	whoever you're with -1

Normal LIPS

(Crush it)	whoever you're with +1, Ratchet -1 next time you see her
(Photograph it)	Ratchet +1 next time you see her if you take a good picture. If bad picture, both -1
(Give it to (whoever you're with))	whoever you're with -2, Ratchet -1 next time you see her
Nothing	Ratchet -1 next time you see her

(Shinjro's Place)

Normal LIPS

Head to the theater.	0
Chase the small bird	0

LOCATION: Midtown

(Central Park, Sunnyside's Place)

Normal LIPS

(Encourage her)	Diana +5
(Help her stand up)	Diana +5
(Observe her)	Diana +5
Nothing	Diana +5

LOCATION: Conference Room

Normal LIPS

Star Division, move out!	All Star Division members +1
Don't push too hard, Diana.	Diana +2
Nothing	0

Chapter 4-3 ends. Save your game here.

Chapter 4-4 Battle Mode

Time: August 1928 | Place: Central Park | Taking Pollution Down To Zero!

New York Combat Revue

(Shinjiro Taiga/Cheiron Archer/Subaru Kujo/Rosita Aries/
Diana Caprice)

Vs.

Feared Enemy of New York

Yumedono (piloting Ukigumo)

Yumedono has mastered the art of controlling insects. She is extremely vain and likes to appear better than others at all times. Her goal is to fill the entire city of New York with her vile insects.

Just as you'd expect from someone with control over an insect army, Yumedono's got strength in numbers, meaning you'll be constantly dealing with cannon fodder while trying to get to your main objective. However, while you may be outnumbered, you're nowhere near outgunned, and with your new medical robot (Diana, naturally), you stand more than a fighting chance. Just don't ever take your eyes off of your surroundings!

Phase 1 (Ground and Aerial Combat)

Objective: Destroy the Bug Creators in the sky!

The object of this battle is to take out multiple ground units on every turn possible while waiting for your aerial crew to clean up the mess in the skies. Never let the enemy grow to unquenchable numbers, and you'll be fine.

All of the Bug Creators are in the air, but your STARs all start on the ground. You'll have to choose which of your units to take where. There are no restrictions on this, and you can shuffle around your units as much as you want. Take advantage of this if you need to. A good idea is to send your close-range fighters up to the sky to tackle the Insect Walls (the green foes) and clear a flight path for you to attack the Bug Creators (the red foes). Not only are said

Bug Creators your primary objectives, but they're the ones that send enemies and venom pockets to the ground, so they should be destroyed ASAP so you don't become overwhelmed.

Meanwhile, your ranged fighters (and possibly Subaru as well, your choice) can mop up on the ground, and it's a good idea to keep Diana on the ground since she has great normal attack range, a whole lot of Mobility points, and one auxiliary purpose:

If venom starts seeping into the ground, Diana will let you know that her Super Attack stands a good chance of cleaning up the mess. It can be a while before the venom can fully seep into three locations (which ends the battle in a loss), but they're easy to lose track of in the heat of battle. Never do so.

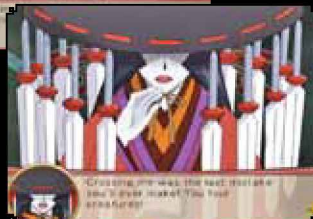
Normal LIPS (if Shinjiro ends a turn nearby Diana on the ground)

As Captain, I'll keep her safe!	Diana +1
I'm not sure if I can do it...	Diana -1
I'll protect her forever.	0
Nothing	0

Normal LIPS (Ground -- if Rosita stands on the tiny island and ends her turn)

Do you mean chocolate almonds?	Rosita -2
Who gave those to you?	0
If they grown remember to share.	Rosita +1
Nothing	0

End Phase 1



(Central Park)

Normal LIPS

Fate is something YOU create!	Diana +1
Don't lose heart!	Diana +2
Don't worry about me!	Diana -1
Nothing	0

Phase 2 (Aerial Combat)

Objective: Destroy Ukigomo!

Once you get to Ukigomo's weak point, destroying it is as easy as any of the other giant robots. It's *getting to said weak point that's the challenge*. Let's take this step by step.

The first thing you should know is that Ukigomo can't be touched when the battle starts. It's best to retreat to the lower portions of the battlefield, and make sure everyone's healed and at full SP. When everyone's safe, go ahead and hit Ukigomo a once or twice so that the game progresses to the next part of this battle.

After a cutscene, Ukigomo will reveal itself. Before anything else, you'll want to go after its head (Savior Mask) since it's capable of releasing a battlefield-devastating super attack.

After that, go for the Heaven's Gates on its chest. The Dark Core is behind one of them, and every few turns, Ukigomo will switch up the locations of the Gates, some of which will either generate enemy robots and shoot flames. Again, it's easy to get overwhelmed here, so area-clearing Supers and Joint attacks are the way to go. If nothing else, this boss battle is a crash course in using the Shin stratagem while using Diana's Super Move to heal your party when necessary. Protect is of course, also invaluable here.



If you feel the need to get behind Ukigomo, you'll need to destroy its Illusion Wings as well.

Just keep holding out and making sure your units are in good health. Above all, be patient. The opportunity to take out the Dark Core will eventually become yours, but you can't rush it. You have to constantly look out for your team here. A good commander will have this battle finished far before they expect to.

Normal LIPS (If Rosita ends a turn near Diana, after Diana and Subaru have done a team attack)

Rosita, you need good nutrition.	Diana +1
I love meat too, actually...	Rosita +1,
Both of you stop being picky!	Rosita -1,
	Diana -1
Nothing	0



Chapter 5

A Melancholy Intellect

Subaru Kujo: a riddle wrapped in an enigma wrapped in a human being containing very little identity—all by choice. Obsessed with logic and perfection, this Star Division member constantly pushes people away so as to keep “her” world running like clockwork. Shinjiro’s mission: convince Subaru to take a good long look at “herself.”

Is Subaru destined for greater things, or can “she” and the entire world truly be broken down into a set of hard-and-fast rules and logic clauses?

Good luck, players! If nothing else, we promise: you’ll never look at peppermints the same way again!

Focus Heroine: Subaru. Unless you’ve been making many wrong decisions with her, she’ll be your power-character in the coming battle.



Chapter 5-1

Adventure Mode

LOCATION: Theater

(Manager’s Office & Rooftop Garden)

Automatic (Bonus depending on how many times you’ve “retreated” (lost a battle) up to this point):

0 times	Cheiron +2, Rosita +2, Diana +2, Ratchet +2
1-5 times	Cheiron +1, Rosita +1, Diana +1
6 or more times	Cheiron -1, Rosita -1, Ratchet -1

Normal LIPS

How are my leadership skills?	Subaru -1 if you’ve retreated at least once, otherwise Subaru +1
(If you’ve retreated minimal times) Can’t you compliment me?	Subaru +1
(If you’ve retreated many times) Can’t you console me?	Subaru -2
Are you... angry at me?	Subaru -1
Nothing	0

Normal LIPS

Rice and Miso soup, please.	Anri +1
I’ll have what you’re having.	Cherry +1, Anri +1
Just coffee for me, too.	0
The same as everyone else.	Cherry +1
Nothing	0

Normal LIPS

Polaris... I think?	Rosita +1, Diana +1
Pancake... I think?	0
Playboy... I think?	Cheiron -1, Rosita -1, Diana -1
Nothing	0

Normal LIPS

Go after Subaru	Subaru -1
Nothing	0

(Onstage)

Click LIPS

Head (click once):	Rosita +1
--------------------	-----------

Click LIPS

Mouth (click once) leads to Normal LIPS

You’re so ravenous!	Rosita +1,
Cheiron, you’re so nice.	Cheiron +1, Diana +1
Why are you so picky, Rosita?	Rosita -1, Diana -1
Nothing	0

Click LIPS

Clothes (click twice) leads to Analog LIPS

(81%-100%) Yeah, you’re cute.	Rosita +2
(61%-80%) Yeah, you’re cute.	Rosita +1
(41%-60%) Yeah, you’re cute.	Rosita +1
(21%-40%) Yeah, you’re cute.	0
(0%-20%) You look like a real boy.	0
Nothing	0

(Onstage)

Normal LIPS

(Protect Subaru)	Subaru -1
(Stop Cheiron)	Diana +1,
(Console Rosita)	Rosita +1
Nothing	0

(Elevator)

Normal LIPS

She thinks I’m unreliable?	Ratchet +1
I did something to upset her?	Ratchet -1
(If high Subaru trust) She has a crush on me?	Ratchet +1
She’s jealous of my position?	0
Nothing	0

(Rooftop Garden)

Normal LIPS

I have to tell Ratchet.	Cheiron -1, Rosita -1,
Sounds like fun!	Cheiron +1, Rosita +1, Diana -2
Why don't we try talking to her?	Rosita +1, Diana +1
Nothing	0

Analog LIPS

(81%-100) She's a woman.	0
(61%-80%) She's a woman.	0
(41%-60%) Does it really matter?	0
(21%-40%) She's actually a man.	0
(0%-20%) She's actually a man.	0
Nothing	0

MOVEMENT TIME BEGINS (2:15pm-2:55pm)

(Bar)

Normal LIPS

I'll let them work it out.	Cherry +1
I'll convince them to stop.	Cherry +2
What do you think I should do?	0
Nothing	Cherry -1

(Gift Shop)

Analog LIPS

(81%-100%) (Stand up straight)	Anri -2
(61%-80%) (Stand up straight)	0
(41%-60%) (Stand up straight)	Anri +2
(21%-40%) (Bend your knees slightly)	Anri -1
(0%-20%) (Bend your knees slightly)	Anri -1
Nothing	Anri +1

(Backstage)

Normal LIPS

Not nicer than me, right?	Gemini +1
Yeah, I do.	Gemini +1
I don't think so, no.	Gemini -1
Nothing	Gemini -1

(Hot Spring)

Normal LIPS (2:40 onward)

Take off your clothes!	Gemini -1
Wipe off your body!	Gemini +1
Wipe down the floor!	Gemini -2
Nothing	0

<Midtown>

(Subaru's Suite)

Normal LIPS (before 2:40)

She's good...	0
Are you scared of dogs?	Cheiron -1
I didn't see anything!	Cheiron +1
Nothing	0

(Hightower Apartment)

Click LIPS

Picture on wall (click twice) leads to Normal LIPS

(Read the poems aloud)	Diana -1, see next Analog LIPS
(Read the poems to yourself) 2	0, see next Analog LIPS
(Put the notebook back)	Diana -1
Nothing	0

Analog LIPS (from picking either option 1 or 2 in previous Normal LIPS)

(81%-100%) It was good!	Diana +1
(60%-80%) It was good!	Diana +1
(41%-60%) It was good!	0
(21%-40%) It was good!	0
(0%-20%) It was good!	Diana -1
Nothing	Diana -2

LOCATION: Village

(Café Samba)

Normal LIPS

(Cover Subaru's ears)	Cheiron -2, Subaru -1
(Cover Rosita's mouth)	Cheiron +2, Rosita +1,
(Hold Cheiron back)	0
Nothing	0

(Library)

Analog LIPS

81%-100% (Shoot!)	Rosita +1
61%-80% (Shoot!)	Rosita +1, Subaru -1
41%-60% (Shoot!)	0
21%-40% (Shoot!)	Rosita -1,
0%-20% (Shoot!)	Rosita -1
Time	Subaru +1

LOCATION: Harlem

(Mercury Club)

Normal LIPS

I'm looking for Subaru.	Ratchet +1
I'm here for the jazz music!	0
I'm here to see you.	Ratchet -1
Nothing	Ratchet -1

LOCATION: Bay-area

(Wall Street)

Normal LIPS

You're not wrong...	Subaru -2
(If you've been Backstage) I know you're actually kind.	0
Watch out for their traps.	If you went to the warehouse, Subaru +1. Otherwise, Subaru -1
Nothing	Subaru +1

(Construction Site) (Use book and debug to see all scenarios!)

Double Click LIPS

Leave (click twice):	Diana -2, Double Click LIPS ends
Thigh (click twice):	Diana -2
Shoe (click once), put back on Diana:	Diana +1
Use the box, rope or wooden planks to kill/trap the scor- pion:	Diana +2.

Seaside park (before 2:40)

Analog LIPS

(81%-100%) I'll be a great man!	0
(61%-80%) I'll be a great man!	Rosita +1
(41%-60%) I'll be a great man!	Gemini +1
(21%-40%) I'll be a great man!	Cheiron +1
(0%-20%) I'll be a great man!	Diana +1
Nothing	0

(Rosita's House)

Normal LIPS

I sacrificed myself for you!	Ratchet +1
Please help me!	0
I'm just training!	0
Nothing	Ratchet -1

MOVEMENT TIME ENDS (2:55pm)

LOCATION: Village

(Gemini's Place)

Normal LIPS

I'm worried about Subaru.	0
I'd rather hear about you.	0 -> go to analog LIPS
Can I have your sandwich?	Gemini +2
Nothing	Gemini -2

Analog LIPS

(81%-100%) No, of course not.	Gemini -2
(61%-80%) No, of course not.	Gemini +1
(41%-60%) No, of course not.	0
(21%-40%) No, of course not.	Gemini -1
(0%-20%) Who cares even if you are?	Gemini +1
Nothing	Gemini -2

Chapter 5-1 ends. Save your game here.

Chapter 5-2 Adventure Mode

LOCATION: Theater

(General Area)

Normal LIPS

Do you not like me or something?	0
Anri knows handsome for sure.	Anri +1 with high trust, or Anri -1 with low trust

What do you think, Ratchet?	Ratchet +1 with high trust, or Ratchet -2 with low trust.
Nothing	0

(Backstage)

Analog LIPS

(81%-100%) When you think about it...	Cheiron +1, Rosita +1, Diana +1, Subaru -1
(61%-80%) When you think about it...	Cheiron -1, Subaru -1
(41%-60%) When you think about it...	Rosita +1
(21%-40%) When you think about it...	Rosita +1 Diana +1,
(0%-20%) When you think about it...	Subaru +1
Nothing	0

Normal LIPS

Why do I have to duel?	Cheiron -1
Well, what choice do I have?	Cheiron +1, Diana -1, Subaru +1
Go for it, Rosita!	Rosita +1
Nothing	0

Normal LIPS

What if I lose?	Ratchet +1
I'll win for sure!	Ratchet +2
Subaru has really never lost?	0
Nothing	Ratchet -1

LOCATION: Bay-area

(Construction Site)

Normal LIPS

Fine, I'll perform onstage!	Diana +1
Fine, I'll be your pet!	Rosita +1, Subaru -1
I'm not going to lose!	Cheiron +1
Nothing	0

Duel -- Consecutive LIPS (Go for the high score to gain more trust with Subaru.)

1: Normal LIPS

(Charge in!)	+2 points, see (2A:)
Nothing	0 points, see (3A:)

2A: Analog LIPS

(81%-100%) (Rush forward)	+3 points
(61%-80%) (Rush forward)	+ 2points
(41%-60%) (Rush forward)	+1 point
(21%-40%) (Parry)	Subaru +1, 3pts
(0%-20%)(Rush forward)	1 point
Nothing	Subaru -1, 0 points

2B: Stick LIPS

Perfect: (if you chose "Parry" in (2A:)):	Subaru +2, +5 points
Perfect: (if you chose anything but "Parry" in (2A:)):	Subaru +1, +3 points
Good:	Subaru +1, +3 points
Fair	Subaru +1, +3pts
Poor	Subaru -1, 0pts

3A: Analog LIPS

81%-100% (Push back)	Subaru -1, +2 points
61%-80% (Push back)	+1 point
41%-60% (Parry)	Subaru +1, +3 points
21%-40% (Dodge)	Subaru +2, +4 points
0%-20% (Parry)	0 points
Nothing	0 points

3B: Stick LIPS

Perfect: (if you chose "Dodge" in (3A)):	Subaru +3, +7 points
Perfect: (if you chose anything but "Dodge" in (3A)):	Subaru +2, +5 points
Good	Subaru +1, +3 points
Fair	+1 point
Poor	Subaru -1, 0 points

Final Duel/Consecutive LIPS Result

10 or more points	Subaru +1
Under 10 points	0

Analog LIPS

(81%-100%) I refuse!	Subaru -2
(61%-80%) I refuse!	Subaru -1
(41%-60%) I refuse!	Subaru -1
(21%-40%) I refuse!	Subaru -1
(0%-20%) I admit defeat.	0
Nothing	0

(Onstage)

Stick LIPS

Perfect:	Cheiron +1, Rosita +1, Diana +1
Good:	Rosita +1, Diana +1
Fair:	Cheiron +1, Diana +1
Poor:	Cheiron -1

Chapter 5-2 ends. Save your game here.

Chapter 5-3 Adventure Mode

LOCATION: Village

(Shinjiro's Place)

Why am I a girl?	0
I'm the cutest girl here!	Cherry +1, Anri +1
Now how am I gonna get married?	0, see next Normal LIPS
Nothing	Anri +1

Normal LIPS (from choosing option 3 in the last Normal LIPS)

Okay, Cherry. Let's get married!	Cherry +2 OR Cherry +1, Depends on trust.
Um.. can I have you AND Anri?	Anri +2 OR Anri +1. Depends on trust.
Actually... I like Anri. 3	Cherry -2, Anri -2 OR Cherry -1, Anri -1. Depends on trust.
Nothing	0

MOVEMENT TIME BEGINS (6:15pm-7:00pm)

(General Area)

Normal LIPS	
I'm Shinjiro! Please believe me!	0
This is just a costume!	Diana -1
I'm actually a man...	Diana +1
Nothing	Diana -2

(Shinjiro's Place)

Automatic

Visit twice	Anri -1
-------------	---------

Café Samba

Normal LIPS (After visiting Rosita's House first)

My name is Peppermint!	Rosita -1
I accept your challenge!	Rosita +2
Not in the face!	Rosita -2
Nothing	Rosita +1

(Gemini's Place)

Normal LIPS

You don't need that.	Gemini +1
It's all in the clothes.	Gemini -1
Just lose a duel...	Gemini +1
Nothing	Gemini -1

LOCATION: Midtown

(Subaru's Suite)

Normal LIPS

I'm always utterly serious!	Subaru -1
You must always enjoy life!	Subaru +2
If you think so, try it!	Subaru -1
Nothing	0

(5th Avenue)

Analog LIPS

(76%-100%) Get your hands off her!!	Ratchet +2
(56%-75%) Please remove your hands!	Ratchet -1
(41%-55%) Please remove your hands!	Ratchet +1
(11%-40%) Please remove your hands!	Ratchet +1
(0%-10%) Please remove your hands!	Ratchet -1
Nothing	0

Diana's Place

Automatic (If you told Diana it was just a costume back at Shinjiro's place) | Diana +2

LOCATION: Theater

(Bar)

Normal LIPS

Perfect:	Cherry +1
Good:	Cherry +1
Fair:	Cherry -1
Poor:	0

(Gift Shop)

Normal LIPS

I don't like material things.	Anri +2
Sounds awesome!	Anri +1
I'd rather not be remembered.	Anri -2
Nothing	Anri -1

(Auditorium)

Normal LIPS (after seeing Cheiron at her office first)

Let's get even with Subaru!	0
No problem! I'm your Captain!	Cheiron +1
This is so embarrassing...	Cheiron +2
Nothing	Cheiron -1

(Hot Spring -- First Visit)

Stick LIPS (Diana after 7:45 - visit her at her place first, then choose to go closer)

Perfect on the first attempt	Diana +2.
If you don't get a Perfect, you'll be able to repeat up to twice for	Diana +1 if you get a Perfect.
Fail, and it's	Diana -2 or Diana -3.

(Hot Spring -- Second Visit)

Normal LIPS (after doing the above Stick LIPS)

I wanted to see you, so...	Diana -2
Sorry, I gave into temptation.	0
My body moved on its own.	Diana +1
Nothing	Diana -2

LOCATION: Harlem

(Mercury Club)

Normal LIPS

Excuse me... you dropped this.	0
Nothing	0

Cheiron's Law Office

Normal LIPS

Cheiron, you're so kind!	Cheiron +2
I'm Shinjiro!	Cheiron +1
Thanks!	Cheiron -2
Nothing	0

LOCATION: Bay-area

(Rosita's House)

Normal LIPS

Let me take off my wig.	Rosita +1
Listen to my voice.	Rosita +2
Let me take off my clothes.	Rosita -1
Nothing	Rosita -2

MOVEMENT TIME ENDS (7:00pm)

LOCATION: Theater

(Backstage)

Normal LIPS

Watch my debut performance!	0
Any words of encouragement?	Subaru -1
I'm glad I get to perform.	Subaru +1
Nothing	0

(Onstage)

Stick LIPS

Perfect:	Cheiron +2, Rosita +2, Diana +2
Good:	Cheiron +1, Rosita +1, Diana +2
Fair:	Cheiron +1, Rosita +1, Diana +1
Poor:	0

(Backstage)

Normal LIPS

(Go give him your autograph)	Cheiron -1, Rosita -1, Diana -1
(Put on Peppermint's costume)	Diana +1
Nothing	0

(Rooftop Garden)

Normal LIPS

Is that a compliment?	Subaru +2
(Possible answer) Was I cute?	Subaru +2
It's thanks to everyone else.	Subaru +1
Nothing	0

Chapter 5-3 ends. Save your game here.

LOCATION: Subaru's Suite

(Inside Subaru's Suite)

Click LIPS

Subaru's back or sleeve click once	Subaru -1
Star tattoo (click once)	0
Zipper (click once)	Subaru +1

Normal LIPS

You look amazing.	Subaru +1
(Possible Answer) I'd look better in your dress.	Subaru +1
Why are you wearing a dress?	0
Nothing	0

LOCATION: Princess Summit

(Luxury Liner)

Cameratron

You can first take a picture of Cheiron	-1, Rosita +1, Diana -1 or Subaru-1.
---	--------------------------------------

Once you're done, take a zoomed-in picture of Cherry & Anri all the way to the right.

Normal LIPS

Let's get their Pneuma back!	Subaru +2, Cherry +2, Anri +2
Let's take them to the theater!	Cherry +1, Anri +1
We'll have to leave them here.	Cheiron -2, Rosita -2, Diana -2, Cherry +1, Anri +1
Nothing	Cherry +1, Anri +1

NY Combat Revue HQ

Normal LIPS

Star Division, move out!	All Star Division Members +1
Subaru, never stop smiling!	Subaru +2
Nothing	0

Chapter 5-4 ends. Save your game here.

Chapter 5-5 Battle Mode

Time: September 1928 | Place: Luxury Liner "Princess Manhattan II" | *Get Ready To Crash This Cruise!*

New York Combat Revue

(Shinjiro Taiga/Subaru Kujo/Cheiron Archer/Diana Caprice/Rosita Aries)

Vs.

Feared Enemy of New York

Tsugarubi (piloting Enten)

A beautiful man who always keeps himself well composed. He abhors women. He also controls wisps and uses his pneumatic power to turn women to stone. Tsugarubi talks big and has a couple of mean tricks, but in the end, your battle with him is largely theatrics.

Phase 1:

Objective: Rescue the stone statues!



First use Shinjiro to clear a path on the left side. Use his Super Move and normal attacks. Before you end his turn, however, use the "Help Me!" command on Subaru. When Subaru's turn is up (which is likely right after Shinjiro's), use her phasing abilities and her newfound range (thanks to the fact that you just warped her and Mobility points are literally a two-way street) to push all of the statues in the room to the entrance, and finish this phase



They are human beings, after all. You need to get them from the main hall to outside the entrance of your ship where your team is currently at. There's an incredibly easy way to do this.



without breaking a sweat.

If you can't get all of the statues, go ahead and send in your backup to make sure none of the enemies get their hands on a statue while you get them all off the boat ASAP.

End Phase 1

(Princess Manhattan II)

Normal LIPS

You're the rotten one here!	Subaru +2
New York is not rotten!	Subaru +3
I'll still defend my city!	Subaru +1
Nothing	0

Normal LIPS

Rescue our friends!	0
Go after Tsugarubi!	Subaru +1
Call Ratchet for help!	0
Nothing	0

Normal LIPS

I'll save you!	0
Make your peace, monster!	Subaru +1
Nothing	Subaru -3

Phase 2

Objective: Destroy the D.P. Tank!

It's you and Subaru against Enten and a bunch of robot cannon fodder. Switch to Shin stratagem and Super/Joint Attack like there's no tomorrow on the Tank, taking out whatever robots you can if you deem it necessary. Despite what Ratchet says, you're not limited to five actual minutes, so take as much time as you need to plan your attacks.

End Phase 2

(Battlefield)

Normal LIPS

It's nice to have friends, huh?	Cheiron +1, Rosita +1, Diana +1, Subaru +3
I like the new you, Subaru.	Subaru +2
I kind of liked the old you.	Subaru +1
Nothing	0

Phase 3

Objective: Send Enten packing!

In terms of capabilities and strategy, Enten is pretty much the same as Garan way back in Chapter 1, except Enten has more devastating attacks and flame trails swirling around him. Said flames won't hurt you on contact—it'll just make it more difficult to get to his weak spot. There are far fewer enemies here than when you had to battle Yumedono in the last chapter. Use your past experience to your advantage. Go after the Steam Unit on Enten's back first. Then take things from the bottom, attacking his limbs to cut off his super attacks. These attacks can really hurt, so you might not want to stay in Shin stratagem a whole lot, especially since the flames surrounding Enten can prevent Diana from getting to ailing teammates. Gi stratagem works well here, especially since it allows for individual healing. Finally, aim for the Dark Core on his head.

Normal LIPS (if Subaru ends a turn near Rosita)

Coach me too, Subaru!	0
Why don't I coach you, Rosita?	Rosita -1, Subaru -1
I'd rather learn something else.	0
Nothing	0

END OF CHAPTER 5



Chapter 6

Gemini the Twin

Who was that masked woman? Can a small-town country girl really make it in the big city? Is Gemini Sunrise holding back a huge secret even she doesn't know about? How does a gunblade constantly remain on fire?

Almost all of these questions will be answered in this thrilling chapter! It's time for Shinjiro Taiga to finally render the Star Division complete!

Focus Heroine: Gemini. Unless you've been making many wrong decisions with her, she'll be your power-character in the coming battle.



Chapter 6-1 Adventure Mode

(Backstage)

Here you'll be evaluated and given automatic trust points and a Normal LIPS based upon your current ranking in the game thus far.

Rank 6 or above (Diana +2, Subaru +2) leads to Normal LIPS

Of course! You can count on me!	Cheiron +1, Rosita +1, Ratchet +1
Th-that's not really true.	Cheiron +1, Rosita +1
No, I still have to do more.	Cheiron +1, Rosita +1
Nothing	0

Rank 3 to 5 (Diana +1, Subaru +1) leads to Normal LIPS

Of course! You can count on me!	Ratchet +1
Th-that's not really true.	Cheiron +1, Rosita +1, Ratchet +1
No, I still have to do more.	Rosita +1
Nothing	0

Below Rank 3 (0) leads to Normal LIPS

Please help me do better!	Cheiron -1, Rosita -1
I've been working really hard.	0
I'll do the best that I can.	Cheiron +1
Nothing	0

Normal LIPS

Is there anything wrong?	Gemini +1
Do you want me to help clean?	Gemini +2
Do you want to go home together?	0
Nothing	0

LOCATION: Wall Street

(General Area)

Normal LIPS	
(Stop her!)	0
Nothing	0

Double LIPS (Go for the highest score possible.)

1: Stick LIPS	
Perfect	+2 points
Good	+1 points
Fair	0 points
Poor	-1 points

2: Normal LIPS

I've only been here six months!	0 points
I was in Japan back then!	+2 points
Where the heck is Texas!	+1 points
Nothing	-1 points

3: Stick LIPS

Perfect	+2 points
Good	+1 points
Fair	0 points
Poor	-1 points

4: Normal LIPS

Shinjiro Taiga!	+2 points
Unimportant now!	-1 points
No! You tell me your name first!	+1 points
Nothing	0 points

5: Stick LIPS

Perfect	+3 points
Good	+2 points
Fair	0 points
Poor	0 points

6: Analog LIPS:

(71%-100%) (Dodge!)	+1 points
(61%-70%) (Catch her sword!)	+5 points
(41%-60%) (Dodge!)	+1 points
(21%-40%) (Dodge!)	+1 points
(0%-20%) (Dodge!)	+1 points
Nothing	+0 points

Final Double LIPS Result:

5-8 points	Gemini +3
8 or more points	Gemini +2
5 or fewer points	0

LOCATION: Central Park

(Sunnyside's Place)

Normal LIPS	
Could it be you, Ratchet?	0
Could it be the masked woman?	Ratchet +1
Could it be... me?	0
Nothing	Ratchet -1

TRAVELING BEGINS (8:15pm-9:00pm)

You're charged with searching for the last Five-Ringed Warrior, who may well be the masked woman you've met in various parts of the city. The places you can research her whereabouts are:

Wall Street, Chinatown (Bay-area)
Theater Entrance, Revue Facilities (Theater)
Subaru's Suite (when not with Subaru), 5th Avenue (after Anri's event) (Midtown)
Library, Maggie's Grocery (Village)
Back Alley, Mercury Club, Church (Harlem)

However, this quest won't cause any changes in Trust—only the conversation you receive when Traveling ends and you return to the theater.

LOCATION: Bay-area

(Construction Site)

Normal LIPS

Can I help you out?	Rosita +2
You're so cool, Rosita!	0
Rosita... WHO'S THAT BEHIND YOU!?	Rosita -2
Nothing	0

(Chinatown)

Click LIPS (Hands to Heart Pose)

Eyes (click twice) leads to Normal LIPS

(Wink at her)	0, Out-stretched Hands Pose
(Smile at her)	Diana +1, Outstretched Hands Pose
(Glare at her)	Diana -1, Click LIPS Ends
Nothing	Diana -1, Click LIPS Ends
Mouth (click twice)	0, Out-stretched Hands Pose

Any other action will resulting zero or lowered trust

Click LIPS (Outstretched Hands Pose)

Hands (click twice) leads to Analog LIPS

(81%-100%) (Hold her hand)	Diana -1
(61%-80%) (Hold her hand)	Diana +1
(41%-60%) (Hold her hand)	0
(21%-40%) (Hold her hand)	Diana +1
(0%-20%) (Hold her hand)	Diana -1
Nothing (Hold her hand)	Diana -2

Any other action will result in zero or lowered trust.

LOCATION: Theater

(Entrance) (Automatic)

Normal LIPS

(Help her hide)	Gemini +1
(Call for the police)	Gemini -2
(Check her body for the mark)	0
Nothing	0

(Bar)

Normal LIPS

No, you're not.	Cherry -1
I wish you were.	Cherry +1
Where's your mark?	Cherry -2
Nothing	0

(Gift Shop)

Normal LIPS

You should be more careful!	Anri +1
Are you okay?	0
Let me see it!	Anri -2
Nothing	0

Outdoor Spa

Analog LIPS (8:20 onwards, after doing the Free Traveling with Subaru in Midtown. Go too low here and you're stuck with the consequences)

(81%-100%) (Tighten the rope)	0
(61%-80%) (Tighten the rope)	Subaru -1
(41%-60%) (Tighten the rope)	Subaru -1
(21%-40%) (Tighten the rope)	Subaru -1
(0%-20%) (Tighten the rope)	Subaru -2
Nothing	Subaru -2

LOCATION: Midtown

FREE TRAVELING BEGINS

If you accept Subaru's invitation, you will be able to walk freely around Midtown. Only 5 minutes will be used in the end.

(Diana's Place)

Normal LIPS

Thank you!	Subaru +1, Diana +1
This is just practice!	Subaru -1, Diana -1
You're more my type...	Diana +1
Nothing	0

(Central Park)

Normal LIPS

You're so dedicated!	Cheiron +1, Subaru +1
Don't lie like that!	Cheiron -1,
What were you practicing?	Subaru +1
Nothing	0

(5th Avenue)

Normal LIPS

Please don't fight over me!	Subaru +2
Help me, my darling!	Subaru +1
I'm not your girlfriend!	Subaru -1
Nothing	0

(ROMANDO)

No LIPS, but go here to complete the scenario.

FREE TRAVELING ENDS

(Bay-area, Construction Site)

Normal LIPS

How could I hate you?	Subaru +2
No, I don't...	0
I'm really upset!	Subaru +1
Nothing	Subaru -1

(5th Avenue)

Normal LIPS

It's your own fault!	Anri +3
Okay, don't worry!	Anri +2
What should I do...?	Anri -1
Nothing	Anri -1

LOCATION: Village

(Shinjiro's Place) (Automatic)

Normal LIPS	
Do you want to come in?	Gemini +1
Do you know the masked woman?	Gemini -1
Do you have a birthmark?	0
Nothing	Gemini -2

(Café Samba)

Normal LIPS	
I'd always choose you!	0
What's wrong with crying?	Cherry +2
That stupid bastard!	Cherry -1
Nothing	Cherry +3

(Library)

Normal LIPS (If high trust with Ratchet)	
I'm okay, thanks.	Ratchet -1
It's about the masked woman.	Ratchet +1
How do you feel about me?	Ratchet +3
Nothing	0

Analog LIPS (If low trust with Ratchet)

(81%-100%) You're mean!	0
(61%-80%) You're mean!	Ratchet -1
(41%-60%) You're mean!	0
(21%-40%) You're mean!	Ratchet +1
(0%-20%) You're mean!	Ratchet +1
Nothing	0

LOCATION: Harlem

(Back Alley)

Normal LIPS	
I'll MAKE it work out!	Subaru +1
It'll sort itself out.	Subaru -1
That could be a problem.	Subaru +1
Nothing	Subaru -1

(Mercury Club)

Cameratron	
Take a picture of Rosita	Rosita +1

(Church)

Normal LIPS	
Here's looking at you kid!	Cheiron +2
To our victory... cheers!	Cheiron +1
To me and me alone... cheers!	Cheiron -1
Nothing	Cheiron -1

TRAVELING ENDS (9:00pm)

You'll head to the Theater. If you didn't go to the Theater during Traveling, then you'll see the masked woman at the entrance. The same LIPS for the Theater Entrance during Traveling will apply.

Chapter 6-1 ends. Save your game here.

Chapter 6-2 Adventure Mode

(Backstage)

Normal LIPS	
I heard it from Mr. Sunnyside.	Diana +1 (then Diana -2 if you've ever seen anyone in the Hot Spring)
I saw them myself.	All Star Division Members -2
It's my duty as a future Captain.	0
Nothing	0

Normal LIPS

Don't worry about it.	Gemini +1
Where's your usual cheerfulness?	Gemini -1
Your sister...?	0
Nothing	0

LOCATION: Midtown

(5th Avenue)

Normal LIPS	
I wish you were in charge.	Cheiron -1
What makes you so sure?	Cheiron +1
I shouldn't even be here.	Cheiron -2
Nothing	0

Normal LIPS

I didn't see anything.	Cheiron -1,
It looked like Gemini... maybe.	0
What about you guys?	0
Nothing	Subaru +1

LOCATION: Theater

(Entrance)

Normal LIPS	
I'll go see her after work.	Cherry +1, Anri +1
She should take some time off.	0
We should leave her alone.	Cherry -1, Anri -1
Nothing	0

(Gemini's Place)

Normal LIPS	
How have things been lately?	Cheiron -1
We're all friends, right?	Gemini +1, Cheiron +1
You can talk to us.	Gemini -1,
Cheiron -1 then	Gemini +2
Nothing	Cheiron -1

Normal LIPS

I love New York.	Gemini -1
Once in a while.	Gemini +1
What about you?	0
Nothing	0

Normal LIPS

You've got me, right?	Gemini -1
Stick it out a little longer.	Gemini -1
Why don't I go back with you?	Gemini +1
Nothing	0

Normal LIPS

He didn't want revenge.	Gemini +2
You have to avenge him!	Gemini -2
Do you want to get revenge?	0
Nothing	Gemini -1

Analog LIPS

81%-100% It says, 'butt'!	Gemini -2
61%-80% It says, 'butt'!	Gemini -1
41%-60% It says, 'butt'!	Gemini -1
6%-35% It says, 'butt'!	Gemini -1
0%-5% It says, 'butt'!	Gemini -2
Nothing	Gemini +1

Normal LIPS

Sure, I can stay.	Gemini +2
I should probably go.	Gemini -2
Nothing	0

(Bay-area, Battery Park)

Normal LIPS

Think about your sister!	0
What's the point?	Gemini -2
Fine, then let me help!	Gemini +1
Nothing	0

Chapter 6-2 ends. Save your game here.

Chapter 6-3 Adventure Mode

LOCATION: Midtown

(Central Park)

Stick LIPS

Perfect	Gemini +1
Good	Gemini +1
Fair	0
Poor	0

Normal LIPS

That's not real training.	Gemini -1
What kind of guy does that?	Gemini +1
I'd enjoy that kind of training.	0
Nothing	0

Normal LIPS

That's a good technique!	Gemini +1
I'm not sure that's right.	Gemini -1
Can I try it?	0 -> go to next LIPS
Nothing	Gemini -1

Normal LIPS (after choosing option 3 in the above Normal LIPS)

(Massage Gemini's chest)	Gemini -2
(Massage your chest)	0
Nothing	Gemini -1

TRAVELING BEGINS (10:00am-10:55am)

LOCATION: Bay-area

(Battery Park)

Normal LIPS

Japan!	0
Dreams, and hope.	Rosita -1
The country where you were born.	Rosita +1
Nothing	Rosita

LOCATION: Theater

(Before 10:30, Mr. Wong will tell you that the theater's empty.)

(10:30 and after, the theater will be full of people to talk to. All listed LIPS for the Theater apply for this time period. This will also start the Towel Quest, where you need to get a towel for Gemini to dry off after her bath. You can get/upgrade towels from anyplace in the theater where a LIPS happens, except for the shops. It's best to upgrade to a bath towel before seeing Gemini in the Hot Spring.

(Bar)

Normal LIPS

My pleasure!	Cherry +2
I'm pretty picky about coffee.	0
I've never made coffee before...	Cherry +1
Nothing	Cherry -1

SUPER COFFEE QUEST GO!:

After making one of the above choices, talking to Cherry again will give you the opportunity to brew some coffee for her. Do it right, and you'll get Trust points. You'll have to go through a Stick LIPS, an Analog LIPS and a Normal LIPS.

1: Stick LIPS

Perfect: "fast"	
Good: "perfect"	
Fair: "slow"	
Poor:	Cherry -1 "fail"

2: Analog LIPS

81%-100%: Lv.1	
61%-80%: Lv.2	
41%-60%: Lv.3	
21%-40%: Lv.4	
0%-20%: Lv.5	
Nothing: "nothing"	

3: Normal LIPS

Pour with all my heart: "heart"	
Pour quickly: "quick"	
Pour slowly: "slow"	
Pour several times: "several"	
Nothing: "nothing"	

Final Coffee Brewing Results (Stick/Analog/Normal):

"fast"/Lv.2/"slow":	Cherry +3
"fast"/Lv.2/"several":	Cherry +2
"slow"/Lv.4/"slow":	Cherry +2
"slow"/Lv.4/"several":	Cherry +1
"perfect"/Lv.3/"slow":	Cherry +2
"perfect"/Lv.3/"several":	Cherry +1
"fail"/"nothing"/"nothing":	Cherry -2
"fast"/Lv.5/"slow":	Cherry -1

(Gift Shop)

Normal LIPS	
Why don't you sell me those?	Anri -1
(High trust special option) Your best item is your smile!	Anri +1
What about Peppermint's costume?	Anri -1 with low trust; Anri +1 with high trust
Nothing	0

(Auditorium)

Normal LIPS	
Do you want me to help?	Cheiron +1, Rosita +1
Do you want me to help?	Cheiron +1, Rosita +1
Do you want me to help?	Cheiron -1, Rosita -1
Nothing	0

(Backstage)

Click LIPS with Subaru (two possible poses) here. Note that you're only allowed up to 7 clicks before the LIPS abruptly ends.)

Click LIPS (Without Fan Pose)

Eyes (click twice)	Subaru +1
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Mouth (click once) leads to Normal LIPS

Nobody likes an usher? Subaru +1	
I'd like some female fans.	Subaru -1
I should be Peppermint forever.	Subaru +1
Nothing	0

Clothes (click once) leads to Normal LIPS

Your clothes look nice on you.	Subaru -1, top choice points +1
Subaru... are you really a man?	Subaru -1, bottom choice points +1
Nothing	0

Clothes (click a second time) leads to Normal -> LIPS:

Why don't you wear dresses more?	Subaru -1, top choice points pt +1
Are you actually a woman?	Subaru -1, bottom choice points +1
Nothing	0

Clothes (click a third time) leads to Normal LIPS

(2 top choice points) Which outfit do you like better?	Subaru +1
(2 bottom choice points) Are you a guy or a girl?	Subaru -2
(Otherwise) Am I the only one...?	0
Nothing	0

Mouth (click twice) or Eyes (click once) leads to With Fan Pose.

Click LIPS (With Fan Pose)	
Fan (click once)	Subaru +1

(Manager's Office)

Normal LIPS	
Let's read it!	Ratchet -1
You'd better not read it.	Ratchet +2
There must be a reason...	Ratchet +1
Nothing	0

(Revue Facilities)

Click LIPS	
Push the red button	Cheiron -2, Cherry -1 or -2, Anri -1 or -2, Rosita +2

Outdoor salon (late: towel)

Normal LIPS	
(Talk to them)	0, see next Normal LIPS
Nothing	Diana -3, Subaru -3

Normal LIPS (after picking option 1 in the last Normal LIPS)

Just accept her love.	Diana +2
(Optional response) I love Subaru.	Subaru -1
Just reject her gently.	Diana -2
Nothing	Diana +1

LOCATION: Midtown

(Central Park)

Normal LIPS (10:30 onward)	
That's good advice!	0
You're just slacking off.	0
Are you having some troubles?	0
Nothing	0

(5th Avenue)

Normal LIPS (10:25 and earlier)	
Are you... pregnant?	Ratchet +1 or Ratchet -1 depending on trust
Who are they for?	Ratchet +1 or 0 depending on trust
Are they for me?	Ratchet -1
Nothing	0

LOCATION: Village

FREE TRAVELING BEGINS (10:25 and earlier)

If you accept Subaru's invitation, you'll receive Diana +1 and be able to walk freely around the Village. Only minutes will be used in the end. You'll need to collect items to use as decoration for Diana's birdhouse, and you can enter locations more than once. Up to 8 entrances can be made before Diana has to go back home.

Dollhouse Items List (go for the high score!):

(Maggie's Grocery)

First: cloth	+2 pts
Second: brooch	+1 pt

(Gemini's Place)

First: wood	+2 pts,
Second: straw	+1 pt

(Café Samba)

First: Reisen's Tea Set	+1 pt, Diana +1
Second: Newspaper: Life Section	+2 pt

Library

First: Dollhouse Bed Book	+2 pts
2nd: Subaru's Teddy Bear	+2 pts

(Shinjiro's Place)

Wooden Box	+2 pts
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Dollhouse Construction Results:

1: Items

6 or more items gathered	Diana +2
0 items	Diana -1
Otherwise	0

2: Points

8 points	Diana +4
5-7 points	Diana +3
3-4 points	Diana +2
1-2 points	Diana +1

FREE TRAVELING ENDS

(Shinjiro's Place)

Normal LIPS (10:25 and earlier, high trust with Anri)

What do you mean? I'm popular!	Anri -1
You might be right...	Anri +2
What about you, Anri?	0
Nothing	Anri -2

Normal LIPS (10:25 and earlier, low trust with Anri)

Can I have some of your clothes?	0
Can I visit you sometime?	Anri +2
Would you like to move in here?	Anri +1, then Anri -2
Nothing	Anri -2

(Café Samba)

Normal LIPS (10:25 and earlier)

But you're already perfect.	Cherry +2 or Cherry +1 depending on trust
I'm here for you!	0
If you get any more beautiful...	Cherry +2
Nothing	Cherry -1

(Maggie's Grocery)

(10:25 and earlier, after declining Diana's dollhouse quest request)

Normal LIPS

Don't be so picky!	Diana -2
Sorry, she can't eat meat.	Diana +1
I'll eat it instead!	Diana +1
Nothing	Diana -1

LOCATION: Harlem

(Back Alley)

Normal LIPS (10:25 and earlier)

(Hit Bill)	Cheiron +1
(Call out to Cheiron for help)	0
(Surrender)	Cheiron -1
Nothing	Cheiron +2

Automatic	Cheiron +2
-----------	------------

(Mercury Club (up to 10:25)

Stick LIPS	
Perfect	Subaru +1
Good	Subaru +2
Fair	Subaru +1
Poor	0

TRAVELING ENDS (11:00am or go see Gemini.)

(Hot Spring)

Automatic

(If you arrive between 10:30 and 10:55)	Gemini +1
(Give a bath towel)	Gemini +1, see (1:)
(Give face towel)	Gemini -1, see (1:)
(Give tiny towel)	Gemini -2, see (2:)

1: Normal LIPS (Large or Face Towel)

(Give her Cherry's message)	Gemini -1
(Cover your eyes)	0, see Analog LIPS
(Leave!)	0
Nothing	Gemini -2

2: Normal LIPS (Tiny Towel)

(Put away the bucket)	0
(Give her Cherry's message)	0
(Leave)	Gemini -1
Nothing	0

Analog LIPS

(81%-100%) (Open your eyes)	Gemini -3
(61%-80%) (Open your eyes)	Gemini -2
(41%-60%) (Open your eyes)	Gemini -2
(21%-40%) (Open your eyes)	0
(0%-20%) (Open your eyes)	0
Nothing	0

(Rooftop Garden)

Normal LIPS

You've got the Five-Ring mark!	0
(If you translated the scroll for Gemini)	Gemini +1
Remember what the scroll said?	
Your butt is really cute.	Gemini -2
Nothing	Gemini -1

(Manager's Office)

Normal LIPS

My training is really tough!	Gemini +1
Congratulations!	Gemini +2
Drop and give me 100!	Gemini +1
Nothing	Gemini -1

Normal LIPS

They're twins, right?	0
They've been having issues.	0
They're here to get revenge.	0
Nothing	0

Normal LIPS

That's why they had never met...	Ratchet +1
But they're totally different.	0
Why did she become this way?	0
Nothing	0

Normal LIPS

You knew about this all along!	0
What will you do to Gemini?	0
You should have told me earlier!	0
Nothing	0

Normal LIPS

How can you be so inhuman!	0
I'll find a better way!	Ratchet +1
N-no... I don't.	Ratchet -2
Nothing	0

(Bay-area, Battery Park)

Normal LIPS

I agree.	Gemini +2
Then let's be happy together!	Gemini +2 or Gemini +1, depending on trust
Um, about Geminine...	0
Nothing	0

(Rooftop Garden)

Normal LIPS

Let me talk to Gemini.	0
Nobody wants you to do this!	Gemini -1
Gemini is your sister, right?	0
Nothing	0

(Conference Room)

Normal LIPS

She IS the masked woman.	0
She went to get revenge.	0
She has a split personality.	0
Nothing	Gemini -1

Normal LIPS

(Go after Gemini)	Cheiron +1, Diana +1
(Defend the theater)	Ratchet -1
Nothing	0

(Brooklyn Bridge)

Consecutive LIPS (Go for the high score, which gives Gemini +2).

1: Normal LIPS

(Draw your sword!)	+2
Nothing	+4

2: Normal LIPS

'Punish the offense...'	+3
What good is retaliation?	+1
I'm taking you back!	+2
Nothing	+1

(Conference Room)

Normal LIPS

Star Division, let's go!	Gemini +2
Let's be happy, Gemini!	Gemini +3
Geminine, lend me your power!	Gemini +3
Nothing	0

Chapter 6-3 ends. Save your game here.

Chapter 6-4 Battle Mode

Time: October 1928 | Place: Times Square | *Rising Sun and Lone Star, Unite!*

New York Combat Revue

(Shinjiro Taiga/Subaru Kujo/Cheiron Archer/Diana Caprice/
Rosita Aries/Gemini Sunrise)

Vs.

Feared Enemy of New York

Ranmaru (piloting Garan (Version 2))

With Nobunaga's other generals having been dispatched, Ranmaru takes it upon himself to defeat the New York Star Division. From here on, he's going all out! No longer is he a pushover early-game boss—you'll have to match his power with your wits, or be destroyed utterly.

Phase 1 (Ground Combat)

Objective: Free your teammates!



The bad news is that of all the switches you see on the ground, only four will disable the electric bonds on your teammates, allowing you to Area Move from each of the buildings on the far ends of the battlefield and rescue them. All of the rest of the switches are bombs that will detonate when walked upon.

The good news is that the switches' locations aren't randomized.



Here they are:



Subaru...



Rosita...



Cheiron...



And finally,
Diana.

Free all four and the phase ends instantly, so if your team isn't very powerful, you may well want to rush this. Use Joint and Super Attacks to get rid of all the robots in your way. If you think it's in your best interest, feel free to destroy the robot generators on the sides of the battlefield. Your strength will grow as your numbers are replenished, but so will the enemy's. In other words, go ahead and be careful, but above all else, get it done.

Normal LIPS (if Shinjiro ends his turn near Gemini)

You're not even close yet!	Gemini +1
You don't like my performance?	0
Then I'll become the Commander!	Gemini +2
Nothing	0

Normal LIPS

It's showtime!	Gemini/
Cheiron/Subaru +2, Rosita/Diana +1]	
Strike a victory pose!	0, but will
yield a special CG picture]	
Nothing	0

Phase 1 ends

(Times Square)

Normal LIPS

Put your hands on your boobs!	Gemini +2
If you're scared, retreat!	Gemini -1]
You've got Geminine!	Gemini +1
Nothing	0

Phase 2 (Aerial Combat)

Objective: Send Garan to the scrap heap... again!

Garan looks, fights, and even has the same weak points as its original counterpart—but now there's a whole lot more to it. You still want to destroy the Steam Unit at its back first, since it'll heal Garan otherwise.

Once you do that, though, it's time to go absolutely Joint Attack crazy. Get into Shin Stratagem (if you haven't already) and prioritize your tactics. Use Joint Attacks that hit multiple targets first, then Super Moves (again, multiple targets wherever possible), and finally recharge your SP whenever you're down to two movement points. If recharging SP will let you use your Super after a Joint Attack drains your SP a little too much, go ahead and recharge early. The same applies if you begin a turn with very little SP, and recharging will let you slip in a Joint. If you have anything to spare, feel free to get in some Normal Attacks, especially if you're absolutely sure they'll finish off a piece of Garan. Work your way from the top targets of Garan down to the bottom. If you get exhausted, recoup your team's health using the Gi stratagem and/or Diana's Super Move.

Finally, keep special note of Garan's claw hand, which can capture teammates and render them unable to take action until you hit the claw and free them. Take apart Garan piece by piece, and the Dark Core appears at Garan's waist. Destroy that and you've won!



Chapter 7

The Slumbering Lamb

Merry Christmas, Star Division! It's time for you to eat, drink, be merry, enjoy the company of selected companions, and earn Trust Points like crazy! Enjoy it all while you can, however, because this is the merely the calm before the fiercest storm you've ever witnessed!

Focus Heroine: Whoever you want! This time, you and Shinjiro get to choose...



Chapter 7-1

Adventure Mode

LOCATION: Theater

(Rooftop Garden)

Normal LIPS (If you have the highest trust with Gemini)

I'm gonna be the Captain!	Gemini +2, Rest of Star Division +1
What did Gemini say?	Gemini -1
Ehehe... you really wanna know?	Gemini +1
Nothing	0

Normal LIPS (If you have the highest trust with Cheiron)

I'm gonna be the Captain!	Cheiron +2, Rest of Star Division +1
What about me?	Cheiron +2
Ehehe... you really wanna know?	Cheiron -2
Nothing	0

Normal LIPS (If you have the highest trust with Rosita)

I'm gonna be the Captain!	Rosita +2, Rest of Star Division +1
What did Rosita say?	Rosita +2
Ehehe... you really wanna know?	Rosita +1
Nothing	0

Normal LIPS (If you have the highest trust with Diana)

I'm gonna be the Captain!	Diana +2, Rest of Star Division +1
What did Diana say?	Diana -1
Ehehe... you really wanna know?	Diana +1
Nothing	0

Normal LIPS (If you have the highest trust with Subaru)

I'm gonna be the Captain!	Subaru +2, Rest of Star Division +1
What are these 'trivialities'?	Subaru -1
Ehehe... you really wanna know?	0
Nothing	0

(NOTE: If Ratchet is your current leading lady, then choosing "I'm gonna be the Captain!" will yield the same trust output as in Gemini's case.)

(Backstage)

Analog LIPS

(81%-100%) Let's do our best, everyone!	Gemini +1, Cheiron +1, Rosita +1, Diana +1, Subaru +1
(61%-80%) Let's do our best, everyone!	Gemini -2, Cheiron -2, Rosita +2, Diana +2, Subaru -2, Ratchet +1
(41%-60%) Let's do our best, everyone!	Gemini +1, Cheiron +1, Rosita +1, Diana +1, Subaru +1
(21%-40%) Let's do our best, everyone!	Gemini +2, Cheiron +2, Rosita -2, Diana -2, Subaru +2, Ratchet -1
(0%-20%) Can I perform onstage?	Gemini +2, Cheiron +1, Rosita +1, Diana +1, Subaru +1, Ratchet -2
Nothing	Ratchet +2

Chapter 7-1 ends. Save your game here.

Keep this save around, too, because this marks a turning point where you can set yourself up for different dates and endings!

Chapter 7-2

Adventure Mode

LOCATION: Central Park

(Stadium)

Normal LIPS

You've never heard of Santa?	0, see next
	Normal LIPS
You're not allowed to eat him.	Rosita -1,
Santa Claus isn't real.	Diana -2
Nothing	0

Normal LIPS (after choosing option 1 in previous Normal LIPS)

Yeah, of course.	Rosita +1
Have you been a good girl?	Rosita +2
Will I get a present, too?	Star Division -1
	if you've ever
	voluntarily
	checked any of
	them out
	during their
	baths.
	Otherwise, Star
	Division +1
Nothing	0

TRAVELING BEGINS (10:00am-10:55am)

This Traveling session is special. Before you start running around as usual, take note of what Sunnyside tells you:

1. You need to find a date. Ask out/accept date requests from only one of them to make sure you get a special CG, Your Date +2 and no consequences. Act with conviction! If you try to be wishy-washy and accept multiple dates, you'll end up with a *whopping* Whoever You Stood Up -5 once your date's over!

Here are the places you can ask your teammates out:

Backstage (Theater): Cheiron

Manager's Office (Theater): Ratchet

5th Avenue (Midtown): Gemini (during her Free Traveling tour of the area)

Rosita's House (Bay-area): Rosita

Mercury Club (Harlem): Subaru (before 10:30am)

2. You must also find a present for Sunnyside's Christmas gift exchange. Make sure you stop at one of these places around town:

5th Avenue (Midtown): Keychain

ROMANDO (Midtown): Lucky Cat Statue (when not Free Traveling with Gemini)

Maggie's Grocery (Village): Ham

Rules of thumb: The Keychain will give the most trust to whoever your top teammate is outside of Rosita. If you're in good graces with Rosita, go for the Ham instead. The Lucky Cat Statue is the middle-of-the-road present; you'll get trust from whoever you present it to, but not as much as with the other items.

If you don't go to any of the gift locations, you'll grab the Ham from Maggie's Grocery anyway—which is good if you want to get in some extra exploration time and Rosita (or Cheiron, who seems to also find the bright side in getting a giant ham) is your top teammate.

LOCATION: Theater

(Bar)

Click LIPS

Juicer -> Coffee Jar -> Coffee Jar ->	Cherry +3
Juicer -> Baseball Bat	

(Gift Shop)

Stick LIPS

Perfect	Anri +2
Good	Anri +1
Fair	0
Poor	Anri -1

Backstage (You can ask out Cheiron here.)

Analog LIPS

(81%-100%) (Redo her tie)	Cheiron -2
(61%-80%) (Redo her tie)	Cheiron +1
(41%-60%) (Redo her tie)	Cheiron +1
(21%-40%) (Redo her tie)	0
(0%-20%) (Redo her tie)	Cheiron +1 or
	Cheiron -1
	(depending on
	trust)
Nothing	Cheiron -1

(Manager's Office)

Stick LIPS

Perfect	Ratchet +2
Good	Ratchet +1
Fair	0
Poor	Ratchet -1

(Hot Spring) (After going to the Manager's Office)

Consecutive Normal LIPS will take place here.

1: Normal LIPS

Wash my body.	0, see (2:)
Wash my head.	0
Leave the bathroom.	0
Nothing	0, see (2:)

2: Normal LIPS

Wash my head.	0, see (3:)
Leave the bathroom.	0
Nothing	0, see (3:)

3: Normal LIPS

Brush my teeth.	Ratchet -2
Wash my head.	0
Leave the bathroom.	0
Nothing	Ratchet -2

LOCATION: Midtown

FREE TRAVELING BEGINS (If you accept Gemini's invitation. Five minutes will have passed once it's over.)

(Diana's Place)

Normal LIPS

She'll be comin' round...	Gemini +1,
Wake up, Gemini!	Gemini +1,
	Diana +1
I... I love you.	0
Nothing	Diana -1

(Subaru's Suite)

Normal LIPS

(81%-100%) Like this?	Gemini -1, Subaru -1
(61%-80%) Like this?	Subaru -1
(41%-60%) Like this?	Subaru +1
(21%-40%) Like this?	Gemini +1, Subaru +1
(0%-20%) Like this?	Gemini +1, Subaru +1
(Nothing) Like this?	Gemini -1, Subaru -2

(5th Avenue)

Normal LIPS

You look good in anything!	Gemini +1
I think it's really pretty.	Gemini +1
I like what you're wearing now.	Gemini -1
Nothing	Gemini +2
FREE TRAVELING ENDS	

(ROMANDO)

Stick LIPS

Perfect	Rosita +1
Good	Rosita +1
Fair	0
Poor	Rosita -1

LOCATION: Village

(Library)

Normal LIPS

"Maiden's Romance Fortunes"	Diana +1
"Medical Terminology Lexicon"	Diana +1
"Shamanism Around the World"	Diana -1
Nothing	0

(Gemini's Apartment)

Normal LIPS

You can't force him. 1	Gemini -1
Bribe him with food.	Gemini +1
I'll be your reindeer.	Gemini +1
Nothing	Gemini -1

LOCATION: Harlem

(Mercury Club)

Normal LIPS

Yamato spirit!	Subaru +1
Yamato maiden!	Subaru +1
Yamato hydra!	Subaru -1
Nothing	0

(Cheiron's Law Office)

Normal LIPS

It looks interesting.	Cheiron +1
It looks difficult.	0
It looks heavy.	Cheiron -2
Nothing	Cheiron -1

LOCATION: Bay-area

(Battery Park)

Normal LIPS

Never say can't!	Diana +1
Okay, I promise.	Diana +2
Well I'm just a kid, too...	Diana -1
Nothing	0

(Rosita's House)

Normal LIPS

Hahaha. You tricked me!	Rosita +2
Hey, don't tease people!	Rosita -1
So where's the chocolate?	Rosita +1
Nothing	0
TRAVELING ENDS (10:55am)	

Chapter 7-2 ends. Save your game here.

Chapter 7-3 Adventure Mode

It's date time! For each of these you'll be in Free Traveling mode. There's an extra LIPS and CG you can get by asking out only one teammate. If your trust is high enough, you'll get a special "early arrival" scene. Otherwise, you'll just do your date normally.

If you asked out more than one teammate, you'll have to choose your date via a Traveling sequence, and go on the normal date. If you didn't ask out anyone, you'll simply go on a normal date with your top teammate.

(Dating Gemini)

Analog LIPS (Early)

(81%-100%) Just five more minutes...	Gemini +1
(61%-80%) Just four more minutes...	0
(41%-60%) Just three more minutes...	0
(21%-40%) Just two more minutes...	0
(0%-20%) Just one more minute...	0
Nothing	0

Normal LIPS (Early)

You should be more gentle!	0
Good morning.	Gemini +1
You're such a pervert.	Gemini -2 or
Gemini +2 based on trust	
Nothing	0

Normal LIPS

(Read it)	Gemini -1
Nothing	later Gemini +3 -> *CG

Normal LIPS

What about the skyline thing?	Gemini -2
Sure, I'd love to help!	Gemini +1
This isn't much of a date...	Gemini -1
Nothing	0

Analog LIPS

(81%-100%) (Kiss the princess)	0
(61%-80%) (Kiss Gemini)	Gemini +3
(41%-60%) (Kiss the princess)	Gemini +2
(21%-40%) (Kiss the princess)	Gemini +1
(0%-20%) (Kiss Gemini)	Gemini +3
Nothing	0

(Dating Cheiron)

Normal LIPS (Early)

Bark! Bark bark bark!	Cheiron -1
Meeoow...	Cheiron +2
Y-your chest is touching me!	Cheiron -2
Can we take a nap together?	Cheiron +1

Normal LIPS

You look kind of heavy...	Cheiron -2
This is trespassing!	Cheiron +1
This'll be our little secret.	Cheiron +2
Nothing	Cheiron +1

Normal LIPS

I hope you find that person.	0
Could... I be that someone?	Cheiron +3
Even by yourself, you're fine.	0
Nothing	Cheiron -3

(Dating Rosita)

Stick LIPS (Early)

Perfect	Rosita -2
Good	Rosita +1
Fair	Rosita +2
Poor	0

Stick LIPS

Perfect	Rosita +1
Good	Rosita +1
Fair	Rosita +1
Poor	0

Stick LIPS

Perfect	Rosita +2
Good	Rosita +2
Fair	0
Poor	Rosita -1

Click LIPS

Rosita's Left Cheek (click 3 times)	Rosita +3
Anything Else	0

Normal LIPS

There's other cute stuff here.	Rosita +1
Okay, I'll get it for you.	Rosita +2
Does it really look like me?	0
Nothing	0

(Dating Diana)

Click LIPS (Early)

Window (click twice)	0, end Click LIPS
Shoulder (click twice)	0, end Click LIPS
Chest (click twice)	Diana -3, end Click LIPS

Mouth (click twice) leads to Analog LIPS

(91%-100%) Boo!	0
(61%-90%) Wake up, Diana.	0
(41%-60%) Wake up, Diana.	Diana +2
(6%-40%) Wake up, Diana.	Diana +2
(0%-5%) Maybe just a little...	Diana -3
Nothing	Diana +2

Ear (click twice) leads to Analog LIPS

(91%-100%) Boo!	0
(61%-90%) Wake up, Diana.	0
(41%-60%) Wake up, Diana.	Diana +2
(6%-40%) Wake up, Diana.	Diana +2
(0%-5%) (Blow on her)	0
Nothing	Diana +2

Normal LIPS

I'd love for you to feed me... 1	0
Challenge your fears!	Diana +3
Goat bites can be fatal.	Diana -2
Nothing	Diana +1

Normal LIPS

That's the spirit!	Diana +3
They'd be really smart.	Diana +1
Is that an invitation?	Diana -2
Nothing	0

(Dating Subaru)

Normal LIPS (Early)

I knew it was there all along!	Subaru +2
Do we look like we're dating?	Subaru +1
You sound like my mother.	Subaru +3 or Subaru -1 based on rank
Nothing	Subaru -1

Click LIPS

Flowers (click twice) leads to Normal LIPS

Are they... for me?	0
You've really changed, huh?	Subaru +1
Personally, I love tulips.	Subaru +2
Nothing	0

Stereo (click 3 times) will continue the date.

Normal LIPS

(Embrace her)	0, see next Normal LIPS
(Wake her up)	Subaru -1
Gaze at her)	0, see next Normal LIPS
Nothing	Subaru +1

Normal LIPS (After choosing option 1 or 3 in previous Normal LIPS)

(Kiss her)	Subaru +3
(Wake her up)	Subaru +1
(Draw on her face)	Subaru -2
Nothing	Subaru -1

(Dating Ratchet)

(NOTE: Ratchet has no "Early" sequence.)

Normal LIPS

Your hands will get cold...	Ratchet +1
I'm glad I got here early.	Ratchet +3
Your hands are warm...	Ratchet +2
I'm kind of embarrassed.	Ratchet -1
Nothing	0

Normal LIPS

Actually, I feel much better.	Ratchet +2
Those are just superstitions.	0
Now I feel even worse...	Ratchet +1
Nothing	0

Normal LIPS

(Pretend you're not home)	Ratchet +2
Open the door)	0
(Act like a cat)	0
Nothing	0

Normal LIPS

Ratchet can handle me herself.	Ratchet +4
I'm glad you all came by.	Ratchet -1
I just want to be alone.	0
Nothing	0

Normal LIPS

You can be my nurse anytime.[Ratchet +1	
Thank you. I feel much better.	Ratchet +3
I'll take care of you someday.[Ratchet +2	
Nothing	0

Automatic	Ratchet +3
-----------	------------

Chapter 7-3 ends. Save your game here.

Chapter 7-4 Adventure Mode

LOCATION: Central Park

(Field)

Sit back and enjoy the show!

(Sunnyside's Place)

Analog LIPS

(81%-100%) Cheers!	0
(61%-80%) Cheers!	Star Division (and Ratchet) +1
(41%-60%) Cheers!	Star Division (and Ratchet) +1
(21%-40%) Cheers!	Star Division (and Ratchet) +1
(0%20%) Cheers!	0
Nothing	0

Normal LIPS

It moved me to tears!	Gemini +1, Rosita +1, Diana +1
But I wish I'd been onstage...	Star Division +1, Ratchet +3
Let's do it again tomorrow!	Cheiron +1, Subaru +1, Ratchet +1
You're amazing, Sunnyside!	Star Division (and Ratchet) +1
Nothing	0

(Christmas Gift Exchange Sequence)

You'll get trust from exactly the one girl you give the gift to. It'll be your top teammate.

Sunnyside is also an option. If you exchange with him, trust will not be affected.

(Giving Gifts)

A lucky cat statue...	Anyone +1
A honey glazed ham...	Gemini or Ratchet +1; Cheiron or Rosita +2
A key chain...	Anyone But Rosita +2

(Receiving Gifts)

Normal LIPS (Gemini / Stuffed Horse)

You like horses more than me?	Gemini +1
Thanks! I love it!	Gemini +2
So this is it, huh?	Gemini -4
Nothing	0

Normal LIPS (Cheiron / Centaur Crew Necklace)

I could give it back... 1	Cheiron +1
Now I'm part of the Centaurs!	Cheiron +2
So this is it, huh?	Cheiron -4
Nothing	0

Normal LIPS (Rosita / Niccolo)

Thanks, but I can't take him.	Rosita +1
You're sure this is okay?	Rosita +2
So this is it, huh?	Rosita -4
Nothing	0

Normal LIPS (Diana / First Aid Kit)

Will you help take care of me?	Diana +1
Am I really that clumsy?	Diana +2
So this is it, huh?	Diana -4
Nothing	0

Normal LIPS (Subaru / Armillary Sphere)

Kinship with the stars?	Subaru +2
Thank you. I love it.	Subaru +1
So this is it, huh?	Subaru -4
Nothing	0

Normal LIPS (Ratchet / Homemade Cookies)

You didn't taste them first?	Ratchet +2
I'm sure I'll love them!	Ratchet +1
So this is it, huh?	Ratchet -4
Nothing	0

Normal LIPS (Sunnyside / Giant Photo of Himself)

Give it back.	0
Keep it.	0
Ignore him.	0
Nothing	0

Chapter 7-4 ends. Save your game here.

Chapter 7-5 Battle Mode

Time: December 1928 | Place: The Main Enclosure | *Get Ready For Ranmaru's Last Stand!*

New York Combat Revue

(Shinjiro Taiga/Subaru Kujo/Cheiron Archer/Diana Caprice/
Rosita Aries/Gemini Sunrise)

Vs.

Feared Enemy of New York

Ranmaru (piloting Garan (Version 3))

Ranmaru's had enough, and he's not going to take it anymore! It's time to finish him off for good! Be careful, though—this time, you're challenging him on his own turf, and his own terms...

Phase (Ground Combat)

Objective: Destroy all of Garan's Anchors!

In this battle you're up against not only Ranmaru, but some battlefield-covering cannons, enemy robots, and a super attack from Garan that can insta-kill any unit it touches.

The key to avoiding that last one is to keep your units away from the center of the battlefield. Don't, and it's 9999 hit points down the drain. Odds are you can't survive that.

You have eight targets to destroy. To make it easier, split up to cover more ground. You can either take Shinjiro and your strongest Star Division Member, cast Protect on her, and have them strike out on their own, or you can form a well-balanced team, have them fan out in both directions and watch each others' backs. For either strategy, make sure Shinjiro and Diana are on separate teams, since they have the best and widest-area healing and protective powers. Either way you choose, the name of the game is using Joint Attacks and Super Attacks to destroy your objectives as you travel the circle. Meanwhile, do your best to destroy anything that will fire back at you at the same time. Don't forget to destroy the anchor directly in front of your team's starting position!

The main problem here is simply staying alive long enough to destroy all the targets. Your team will inevitably run low on resources, especially if this is your first time through the game. You'll want to switch from Shin to Gi stratagem should you find this happening to you, and then heal each other. If you went with two evenly balanced teams, then this part should go a lot more easily. Stay alive long enough to destroy Garan's supports, and you'll be treated to one whopper of a cutscene. Enjoy!

Chapter 7-5 ends. Save your game here.



Chapter 7-6 Adventure Mode

(Recovery Ward)

Your top teammate will visit you for a trust opportunity with them and only them.

Normal LIPS

What happened to the city?	Rosita -1 or Diana -1 or Subaru +1
----------------------------	--

I heard your voice in my sleep.	Any Member of Star Division +2 or Ratchet +3
---------------------------------	---

I'm sorry I made you worry.	Gemini -1 or Diana -1 or Subaru -1
-----------------------------	--

(Ratchet only) You took care of me again...	Ratchet +3
Nothing	Cheiron +1

FREE TRAVELING BEGINS

(You have full run of the devastated New York City. It's in your best interest to go everywhere, take stock of the situation, and earn as much Trust as you can for the battles to come.)

LOCATION: Theater

(Bar)

Sure, go ahead!	Cherry +2
No, stay away!	Cherry =
Why do you want to see it?	Cherry =
Nothing	Cherry =

(Gift Shop)

Normal LIPS

I won't let anyone die!	Anri +2
I wouldn't mind dying with you.	Anri +2 or Anri -1 based on rank

I agree.	Anri -1
Nothing	Anri -2

(Auditorium)

This isn't like you.	Ratchet -1
What can I do to help?	Ratchet +2
You're probably just hungry!	Ratchet -2
Nothing	0

LOCATION: Midtown

(Central Park)

Normal LIPS

Good luck, then.	Diana +2
Don't push too hard!	Diana -1
Then I'll help you!	Diana +3
Nothing	0

(5th Avenue)

Normal LIPS

(Hit him back)	0
Nothing	Subaru +2

LOCATION: Village

(Library)

Normal LIPS

(Console her)	0
(Search for remaining books)	Diana +2
(Hold her hand gently)	Diana +1
Nothing	0

(Maggie's Grocery)

Normal LIPS

I'd rather have hamburgers.	Rosita -2
You did a good thing.	Rosita +2
Where'd you get that money?	0
Nothing	0

(Gemini's Apartment)

Normal LIPS

Please don't be sad.	Gemini -1
Do you want to come to my place?	Gemini +1
Let's not stay here.	0
Nothing	Gemini +2

LOCATION: (Harlem)

(Mercury Club)

Normal LIPS

I liked your song.	Subaru +1
Thank you...	Subaru +2
Where'd you get that piano?	Subaru -2
Nothing	0

(Church)

Normal LIPS

(Hug her)	Cheiron +2
(Boost her ego)	Cheiron +1
(Touch her cheek)	Cheiron +2
Nothing	Cheiron -2

LOCATION: Bay-area

(Wall Street)

Normal LIPS

Let me help you!	Cheiron +1
We'll never lose, will we?	Cheiron +2
Good luck!	Cheiron -1
Nothing	0

(Battery Park)

Normal LIPS

Of course! Let's look together.	Gemini +2
Let's get Beth out of here.	0
What does Meg look like?	Gemini +1
Nothing	Gemini -2

(If you return here, you'll find Meg. This won't affect Trust, however.)

(Rosita's House)

Normal LIPS

(Stop them)	Rosita +2
Nothing	0

FREE TRAVELING ENDS

Chapter 7-6 ends. Save your game here.

Chapter 7-7 Adventure Mode

(Conference Room)

This is where you choose your partner: the one you trust the most and will end the game with. Make this choice carefully.

The ones you can choose are the ones with their eyes open. If this is your second or later time through the game, Ratchet may also be an option if you have enough trust with her. After you make your choice, you'll enter a conversation onstage customized for whoever you chose. You'll also get a special CG with them.

(Gemini Chosen)

Normal LIPS

Don't you realize you'll die?!	0
Let me be the sacrifice!	Gemini +2
Why don't we just run away?	Gemini -1
Nothing	0

Normal LIPS:

No! I don't accept this!	Gemini +2
I promise...	0
Nothing	0

(Cheiron Chosen)

Normal LIPS

Don't you realize you'll die?	Cheiron +2
Let me be the sacrifice!	Cheiron -2
Is there no other way?	0
Nothing	0

Normal LIPS

How can you be happy?!(Cheiron +2	
What about MY happiness?!	Cheiron +3
Do whatever you want...	0
Nothing	0

(Rosita Chosen)

(Note: Consecutive Normal LIPS take place here.)

(1:) Normal LIPS

Don't you realize you'll die?	Rosita +1
Let me be the sacrifice!	Rosita +1
Is this our only choice?	Rosita +2
Nothing	0

(2:) Normal LIPS

I...	0, see (4:)
Nothing	0, see (3:)

(3:) Normal LIPS

I...	0, see (4:)
Nothing	Rosita -2

(4:) Normal LIPS

I...	0, see (6:)
Nothing	0, see (5:)

(5:) Normal LIPS

I...	0, see (6:)
Nothing	Rosita -2

(6:) Normal LIPS

I hate you.	Rosita +1
Nothing	0, see (7:)

(7:) Normal LIPS

I hate you.	Rosita +1
I love you, Rosita.	Rosita +3
Nothing	Rosita -2

(Diana Chosen)

Normal LIPS

You really don't mind my dying?	Diana -1
Let me be the sacrifice!	Diana -2
There is no meaning in death.	Diana +1
Nothing	Diana +3

Normal LIPS

That's just an excuse!	Diana +2
I have to protect you, too!	Diana +3
What really matters to you?	Diana +1
Nothing	Diana +1

(Subaru Chosen)

Normal LIPS

Don't you realize you'll die?	Subaru -1
Let me be the sacrifice!	Subaru +1
You don't get to decide that!	Subaru -1
Nothing	0

Normal LIPS

Don't give up so easily!	Subaru +3
I don't want that future!	Subaru +2
What about MY heart?!	Subaru +2
Nothing	0

(Ratchet Chosen)

Normal LIPS

Will you really allow this?	0
I don't want to lose anyone!	0
Let me be the sacrifice!	0
Nothing	0

Normal LIPS

I don't want to hear it!	0
Once you're dead, that's it!	0
If you believe that, help me!	0
Nothing	0

(After Conversation -- Ratchet Not Chosen)

Normal LIPS

Thank you very much.	Rest of Star Division +2
How long have you been here?	Rest of Star Division +1
Nothing	Rest of Star Division +1

(After Conversation -- Ratchet Chosen)

Normal LIPS

I won't let anyone die!	0
Nothing	0

(Conference Room)

Analog LIPS

(I do.)	0 no matter the %.
---------	--------------------

Normal LIPS

Star Division, let's go!	Star Division +2
It's showtime!	0
Nothing	All +1

Chapter 7-7 ends. Save your game here.

Chapter 7-8 Battle Mode

Time: December 1928 | Place: Little Lip Theater | *Sortie! Home Sweet Home!*

New York Combat Revue

(Shinjiro Taiga/Cheiron Archer/Subaru Kujo/Rosita Aries/
Diana Caprice/Gemini Sunrise)

Vs.

Nobunaga's Minions

Phase (Ground Combat)

Objective: Destroy all the enemy robots and the four Red Doors (generators) while keeping Little Lip Theater safe!

Unless your team is super, super weak (in which case, still follow the below strategy but with extra emphasis on healing), you really can just blitz this one. Turn on Shin stratagem. Protect your weakest team member, just in case. There's a huge army out there, after all.

This is a lot like the huge battle in Chapter 6; you have to go to the four ends of Times Square in order to Area Move to the rooftops and destroy the four Red Doors there. Ready Shinjiro and your strongest teammate that isn't Diana. Also, preferably have it be someone who gets to move before the robots do. Check Order if you're not sure.



Move Shinjiro as far forward as you can, avoiding any bombs in the process. Once you've done that, use the Help Me! Command on your chosen strongest teammate. With Shinjiro, head back and go to the launch region furthest from where the rest of your teammates are. Area Move, then take out a generator.



From here, it's a simple matter of spreading out the others and getting them to their generators. Your strongest teammate should fight off who they need to, then head to the launch point directly north of Shinjiro's. Your second strongest should make the trek to the one across from that. Since Diana doesn't have an offensive Super Move, she'll have to team up with someone to take out the generator closest to the team's starting point.

Once the generators are done for, so's the mission, and the chapter. Efficient!

End of Chapter 7



Chapter 8

Sakura Skyscrapers

Nobunaga has made his move, leaving New York City in ruins. However, in the city's darkest hour, its would-be saviors are planning to make a miracle happen. Witness a small group of brave souls go into battle against an all-powerful demon! Their destiny is in your hands now. Will justice triumph, or will this be the New York Combat Revue's final curtain?



Chapter 8-1

Adventure Mode

(Conference Room)

Normal LIPS

Then we'll find our own way!	Star Division +1
We'll never give up!	Star Division +2
Let's make a miracle happen!	Star Division +2
Nothing	0

Normal LIPS

(91%-100%) Everyone come back alive!	Star Division +5
(61%-90%) Everyone, move out!	Star Division +5
(41%-60%) Everyone, move out!	Star Division +5
(21%-40%) Everyone, move out!	Star Division +5
(0%-20%) Everyone, move out!	Star Division +4
Nothing	Star Division +5

Chapter 8-1 ends. Save your game here.

Chapter 8-2

Battle Mode

Time: December 1928 | Place: Over Manhattan | *For Everything That Ever Was, And Ever Will Be!*

New York Combat Revue

(Shinjiro Taiga/Subaru Kujo/Cheiron Archer/Diana Caprice/
Rosita Aries/Gemini Sunrise/Ratchet Altair)
Vs.

6th Heaven Demon Lord

Nobunaga Oda (piloting TenkaFubu)

Nobunaga awakens in the center of New York, the largest metropolis in the world. His eternal ambition remains to return from the after-life and rule said world! He is truly a force to be reckoned with. His flying fortress, Castle Azuchi, appeared above New York's skyscrapers upon his awakening. Being the final boss, Nobunaga can give you a run for your money when he wants to. This is a multi-part battle, and while half of it is mainly for show, the other half will only be won with strategy—not power—especially if this is your first or even second time through the game.

Phase 1 (Aerial Combat)

Objective: Defend the Ahab until it reaches 7000 feet!

This is one of the tough parts. You'll face robots and airborne bombs (Balloon Bombs) seeking to destroy the Ahab. The robots will be a general nuisance, but if they destroy the steam outlet valve on the Ahab's deck, it's game over. The Balloon Bombs are even worse since they'll kamikaze against the ship's two engines, and those engines can take a lot less punishment than the valve on the deck. Finally, the Ahab needs to survive five full turns without any of the aforementioned taking place.



Protect the steam outlet from the start by having Shinjiro use the Help Me command on his strongest teammate after approaching the valve. From here, have Shinjiro continue to move forward until in position to destroy a whole line of robots with a single Joint Attack. On your next unit's turn, you can either finish the rest of the robots off with another Joint Attack, or conserve your SP for something else.

From here on, it gets tricky. You'll be using the Order function of the Information menu a lot here, because it tells you which Balloon Bombs will strike and when. What you want to do is make sure as few, if any, Balloon Bombs hit the Ahab. Two to three of hits to both of the ship's engines, and it's over. There's little margin for error here. Every turn, more robots and Balloon Bombs will spawn.

The best weapon you have on your side is maneuverability that you might not expect. While flying around either side of the Ahab, you can Area Move anywhere you want, and this includes the other side of the ship. Being able to instantly switch sides of the ship is your ace in the hole, because it allows you to help teammates that may be having trouble without losing a turn with that character.



Here's a general priority and procedure list for you to follow (Shin stratagem is preferred, switch to Gi if you really need to heal instead of retreating to the hangar if you can help it):

- Check Order to see which Balloon Bombs will hit first.
- Check Order to see which of your units are closest to those bombs. Make sure they have the SP to take them out.
- Use Joint Attacks, wide-area Super Moves and Normal Attacks to take out the bombs you wish. Always hit multiple targets, even if those multiple targets are just robots. The more, the merrier. Try to recharge SP whenever you can.
- If your chosen units are having trouble taking out the bombs and it's an emergency, then have other units quickly Area Move to that side of the ship.



- If there are no more Balloon Bomb threats, go ahead and take out robots until more bombs appear. Make sure none of those robots are doing too much damage to the manhole on the Ahab's deck.
- If Subaru's sufficiently powered up, you could have "her" guard the steam outlet all by "herself" just by standing near it and letting said robots cluster around. Otherwise, have two units temporarily visit the deck and lay waste with Joint Attacks or wide-area Super Moves.
- Repeat until the threat is past.

Chapter 8-2 ends. Save your game.

Chapter 8-3 Battle Mode

Time: December 1928 | Place: Over Manhattan | *For Everything That Ever Was, And Ever Will Be!*

Phase 2 (Ground Combat)

Objective: Destroy and move past Goryu!

After that harrowing first part, it's nice to get a reprieve. Goryu is packing a giant crossbow that does moderate, but not crippling damage. Keep this in mind because you have to pack yourself into a narrow space (a bridge, to be exact) just to hit him. Everything else is just fodder. Super Moves and Joint Attacks will work just fine. In fact, you'll want to have one of your characters serve as a Joint Attack "battery" of sorts.

Use the second and third characters in your Order along with Shinjiro to destroy the robots on the left side, and set one of them up next to Goryu. Make sure you're using the Shin Stratagem to keep your SP up, then hit him with every special attack you've got! Use the Help Me command to make things go a little faster, and make sure to destroy the robot generator on the left side as well to keep your plans from going awry.

Keep an eye out for the cannons, whose range covers a gigantic chunk of the battlefield. You should be able to take them out with joint attacks from both sides. Once you beat Goryu, step past him to win this battle.

Phase 2 Ends

Special! Phase R (Ground Combat)

(Only if Ratchet is your partner)

Objective: Destroy all enemies!

If Ratchet's your partner (meaning you're on at least your second playthrough), then you'll get a special battle sequence that helps to further their story. It's a few fodder robots. Go to town however you choose. If you have their special Coupling Super Move by now, then let it loose!

(Automatic)

Normal LIPS

I can't believe you came!	Ratchet +2
I don't need any help!	0
Why haven't you left?	Ratchet +1
Nothing	0

(If Ratchet or Shinjiro end their turn near each other)

Normal LIPS

Men are the same way.	Ratchet +3
I promised we'd all go home!	Ratchet +2
Then I'll give my life, too.	Ratchet +1
Nothing	0

(After all the robots have been destroyed)

Normal LIPS

Okay!	Ratchet +2
Can you come with me?	Ratchet -1
I can't leave you alone!	Ratchet +1
Nothing	0

Chapter 8-3 ends. Save your game here.



Chapter 8-4 Battle Mode

Time: December 1928 | Place: Over Manhattan | *For Everything That Ever Was, And Ever Will Be!*

Phase 3 (Ground Combat)

Objective: Have the Star Division defeat their Dark selves!

This one's all theatrics. Just have everyone use their Super Moves on their budget clones, followed by their normals. The only reason this isn't over in one turn is because Diana doesn't have an offensive Super Move.

End Phase 3

Phase 4 (Ground Combat)

Objective: Take Down Dark Shinjiro!

There's two parts to this. The first is a lot like the last phase, except you'll need everyone to take him down. Hit him a whole lot with every Super, Joint and Normal Attack in your arsenal.

(Battlefield)

Normal LIPS

(81%-100%) I won't give up!	0
(61%-80%) I won't give up!	Repeat LIPS
(41%-60%) I won't give up!	Repeat LIPS
(21%-40%) I won't give up!	Repeat LIPS
(0%-20%)...	Repeat LIPS
Nothing	Repeat LIPS

For the second part, use Joint Attacks wherever you can, only spread your teammates out further so that other enemy units are hit along with him. Stay in Shin Stratagem and charge your SP whenever possible. Once only the copycat is left, hit him with everything you've got!

End Phase 4



(Battlefield)

Normal LIPS

This is the end.	0
Where is your faith?	0
Surrender while you can!	0
Nothing	0

Chapter 8-4 ends. Save your game here.

Chapter 8-5 Battle Mode

Time: December 1928 | Place: Over Manhattan | *For Everything That Ever Was, And Ever Will Be!*

Phase 5 (Aerial Combat)

Objective: Destroy TenkaFubu!

To take down TenkaFubu, you need to destroy his four horns, then go for his head. There are three levels of this battlefield. You start in the middle, and will have to Area Move to his upper and lower parts to destroy the horns. Do so.

Along the way you'll have to deal with Nobunaga's painful screen-clearing Super Moves, as well as floating spheres (Yasha) which can do a bunch of damage if allowed to live. These threats mainly come from the middle part of the battlefield, so concentrate attacks on the targets there in between attacks on the horns. Joint Attacks with units on both sides of Nobunaga is the best way to go.

Once you destroy the horns, aim for the head. Nobunaga may still call forth Yasha spheres from time to time, so deal with those as necessary. Otherwise, go for the victory.



(Attack TenkaFubu's head after it's become vulnerable using Shinjiro)

Normal LIPS

I reject your insane request!	0, +50 HP
You'd just use me as a pawn!	0
If I do, will you stop this?	0
Nothing	0

Chapter 8-5 ends. Save your game here.



Chapter 8-6 Battle Mode

Time: December 1928 | Place: Over Manhattan | *For Everything That Ever Was, And Ever Will Be!*

(Battlefield)

Normal LIPS

(Anything)	0
------------	---

Normal LIPS

Anything	0
----------	---

Final Phase (Ground Combat)

Objective: Defeat Nobunaga!

Shin Stratagem is best since you want to make this battle as short as possible, but switch to Gi if you really need the healing. The battlefield is small, so you should be able to bunch your character enough for Diana's Super Move to heal most of them in one go.

Once again, it's Power Time. Hit Nobunaga with everything you've got, and don't let up except to heal. Press against him while using Joint Attacks and Super Moves. Stay away from the yellow spots (he'll knock a hole in the battlefield at those places), and always make sure Diana has a decent amount of SP handy. Whatever you do, however, do not let any teammates fall under any circumstances. Nobunaga is far too powerful for your numbers to dwindle.

Final Phase Ends

(Battlefield)

Normal LIPS

The Five-Ring Mandala!	All +3
Do you trust me?	All +3
Look in this mirror!	All +3
Nothing	All +3

Normal LIPS

(Anything)	0
------------	---

Chapter 8-6 ends. Save your game here.



Chapter 8-7 *Adventure Mode*



Well, that's it. The day's done and the battle's won. This is the epilogue, and you're allowed to freely walk through the city at your leisure, talking to various cast notables. A note: go into each place two to three times to see as many sequences as possible. You can listen to the radio, too.

What few LIPS take place here have no bearing on trust, and are also dependent on who you chose as your partner. If you gave Cherry the pictures she asked for, and have high enough trust with her and Anri, you'll get up to two more special pictures. High enough trust with any of the headline characters will yield either voiced conversations or CG-yielding events. Once you're done, head to Shinjiro's Place.



After the credits roll, you'll be able to save your stats for another run through the game. For more information on that, check the Extras section.

Until you decide to make that choice, however... so long, and thanks for playing!



End

Extras

There's More To This Story
(Contains Spoilers!)

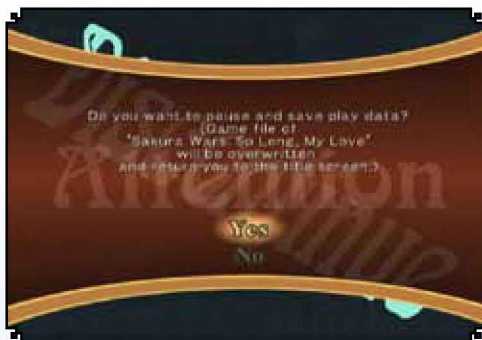


So you've beaten *Sakura Wars*, eh? Congratulations: you've barely scratched the surface of what this game has to offer. This game was designed for multiple playthroughs. With six heroines, secret moves, and extra features, this game was meant to be a timesink of the highest order. Fortunately, this guide is here to help you maximize your time in New York, NY...



The Saving System/New Game +

Sakura Wars's save system works a little differently from most games. It has three types of save data:



Discontinue: Known as a "quicksave" in some other games, this allows the player to pause the game at their current position, be it during Battle Mode or Adventure Mode. It applies to the playthrough you're currently in. This can be helpful if you're trying to get a certain LIPS sequence exactly right.



Standard Save Data: You'll be using this to save your progress in designated save slots between sub-chapters. It holds all the game data and stats from the playthrough you're currently in.



Universal Save Data: This is the data that allows players to make sure their hard work doesn't go to waste. Shinjiro's rank (from 1-9), relationship data between female members of the Star Division, items/opportunities gained from passwords, and ending data are saved here. This data stacks whenever it is accessed by various modes, regardless of which playthrough you're on or when you originally went through your current game. This means that, if you wanted, you can finish the game with someone, go back to Chapter 7 or so, finish the game with someone else, and the game will record both achievements.

Ratchet



From your second playthrough onward, you'll be able to choose Ratchet as your heroine, so there is incentive for playing through the entire game more than once rather than just raiding old save files. You know she'll be accessible because she'll rescue you at the beginning of the game when Shinjiro's about to be carted away by the police during the bank robbery.

Like the rest of the heroines, Ratchet's got a personality all her own, and comes with her own Coupling Attack which you can use in Chapter 8.

The Free & Easy Day In N.Y.



The Free & Easy Day In N.Y. is where you can go to view all of this game's extra content! View movies and photos, take pictures with the cast, enter passwords for bonus goodies, and more!

To get the full effect of this mode, you'll have to have beaten the game at least once so that you have access to ROMANDO and free run of the Little Lip Theater. If you use this mode before beating the game once, you can still enter passwords and view photos, but that's it.

See the sections below to find out what you can do and where you can do it.

Rooftop Garden: Character Albums



Here, you can view the special photos ("CGs") of anyone you've beaten the game with as your heroine. For example, if you finished the game and chose Rosita as your heroine, her album would be unlocked here. Below is a list of the photos and a short description of where to obtain them.

Gemini Sunrise

- I Was Just Lonely [Chapter 1]
- Come On, That's So Embarrassing! [Chapter 1]
- I Do My Best [Chapter 6]
- Sis and Ranmaru... [Chapter 6]
- Dropped Your Guard, Sis [Chapter 6]
- Sayonara, Sensei [Chapter 6]
- Still Not Good Enough, Shiny [Chapter 6]
- He Saw My Butt! [Chapter 6]
- Memories... [Chapter 6]
- Good Talkin' With Ya, Sis [Chapter 6]
- I'll Get My Revenge! [Chapter 6]
- Hate the Crime, Not the Criminal [Chapter 6]
- Rise to Stardom?! [Chapter 6]
- I Can See Sis Anytime [Chapter 6]
- G'mornin'! [Chapter 7, Gemini's Date, Early]
- I AM a Girl, After All [Chapter 7, Gemini's Date]
- I Got Butterflies! [Chapter 7, Gemini's Date]
- I Drained My Eyes... [Chapter 7 (Second Half) Traveling, Gemini's Place]
- Is He in My Destiny? [Chapter 7, Heroine Choice]
- So Happy! [Chapter 7, Heroine Choice]
- So Nervous! [Chapter 8, Heroine Choice]
- About Last Night... [Chapter 8, Heroine Choice]
- I'll Never Forget [Chapter 8, Heroine Choice]
- Never Ask a Lady Her Weight! [Chapter 2, 8:15pm-8:35pm, Backstage]
- Ain't Pickled Radish the Best? [Chapter 2, 8:15-8:40, Back Alley]
- You Enjoyin' Yourself? [Chapter 2, 10:00am-11:25am,

Backstage)

Water's Pretty Sweet Over Here [Chapter 3, 8:00pm-8:55pm, Central Park]
Bitter Memories... [Chapter 4, 8:15pm-8:55pm, 5th Avenue]
I'm Over it Already! [Chapter 6, 8:15pm-8:55pm, Shinjiro's Place]
Heh! I'm a Real Lady Now! [Chapter 7, 1:00pm-1:55pm, 5th Avenue (Free Traveling)]

Cheiron Archer (Sagliitta Weinberg)

Encounter: Law, Labor, and Mistakes [Chapter 1]
Accident: Emergency Management [Chapter 2]
Friends: The Only Power Greater Than Law [Chapter 2]
Partners: Together From Womb to Tomb [Chapter 2]
Judgment: Control and Resistance [Chapter 2]
Home: Where I Can Be Me [Chapter 2]
Tears: Live Up to Your Expectations! [Chapter 2]
Law: For Country, For My Brothers [Chapter 2]
Felony: Sin and Punishment [Chapter 2]
Student: Slow to Learn, Quick to Forget [Chapter 2]
Handshakes: Important For Everyone [Chapter 2]
Morning: Innocence and Joyous Victims [Chapter 7, Cheiron's Date, Early]
Intrusion: I Want to Because I Can't [Chapter 7, Cheiron's Date]
Accomplices: Thrill of a Shared Secret [Chapter 7, Cheiron's Date]
Oath: A Promise Only to Myself [Chapter 7 (Second Half) Traveling, 5th Avenue]
Reincarnation: Two Hearts Intertwined [Chapter 7, Heroine Choice]
Assurance: I Trust You [Chapter 7, Heroine Choice]
Temptation: The False Dilemma [Chapter 8, Heroine Choice]
Dance: I'm Feeling It [Chapter 8, Heroine Choice]
Eternity: Only Love [Chapter 8, Heroine Choice]
The Past: Countless Conflicts [Chapter 2, 10:00am-11:30am, Church (After Central Park & Maggie's Grocery)]
Cleaning: Not So Important to Me [Chapter 4, 8:15pm-8:55pm, Cheiron's Law Office]
Dogs: They'll Chase You Forever [Chapter 5, 2:15pm-2:35pm, Subaru's Suite]
Cheers: Fight for This Moment [Chapter 6, 8:15pm-8:55pm, Church]
Duel: The Last Resort [Chapter 6, 10:00am-10:25am, Back Alley]

Rosita (Rikaritta) Aries

I'm Eating! [Chapter 3]
I'm Playing on Stage! [Chapter 3]
I'm in Trouble... [Chapter 3]
I Love Papa! [Chapter 3]
Papa... [Chapter 3]
Pictures of My Friends! [Chapter 3]
My Treasure! [Chapter 3]
I'm Really Sad... [Chapter 3]
I Can't Stop Crying! [Chapter 3]
I Love to Dance! [Chapter 3]
Shot of Me and Shins! [Chapter 7, Rosita's Date, Early]
I'm on a Date with Shins! [Chapter 7, Rosita's Date]
I'm So Sleepy... [Chapter 7, Rosita's Date]
Everyone, Chow Down! [Chapter 7 (Second Half) Traveling, Maggie's Grocery]
Me a Few Years Ago... [Chapter 7, Heroine Choice]
Such a Cute Picture... [Chapter 7, Heroine Choice]
Shinjiro's Cool Picture! [Chapter 8, Heroine Choice]
I'm Dancing with Shins! [Chapter 8, Heroine Choice]
How Embarrassing... [Chapter 8, Heroine Choice]
Time for Sleep... [Chapter 3, 4:00pm-4:55pm, Shinjiro's Place]
Shins is Serious! [Chapter 4, 8:15pm-8:55pm, Construction

Site (Free Traveling)]

Just Take It! [Chapter 4, 8:15pm-8:55pm, Battery Park (Free Traveling)]
What a Weird Picture! [Chapter 7, 1:00pm-2:00pm, ROMANDO]

Diana Caprice

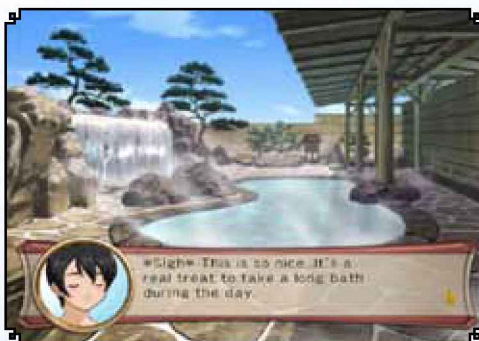
Case File #1: Date with Destiny [Chapter 1]
Case File #2: Proper Treatment [Chapter 4]
Case File #3: Smelling Salts [Chapter 4]
Case File #4: Memory in Moonlight [Chapter 4]
Case File #5: Demon Bugs Attack! [Chapter 4]
Case File #6: Strength for You [Chapter 4]
Case File #7: Affectionate Bond [Chapter 4]
Case File #8: Fly Like a Bird [Chapter 4]
Case File #9: Live for the Future [Chapter 4]
Case File #10: "To Be or Not to Be" [Chapter 4]
Case File #11: Sleep Softly [Chapter 7, Diana's Date, Early]
Case File #12: Celebration [Chapter 7, Diana's Date]
Case File #13: Craving Warmth [Chapter 7, Diana's Date]
Case File #14: What Can I Do Now? [Chapter 7 (Second Half) Traveling, Central Park]
Case File #15: Sail the Sea of Time [Chapter 7, Heroine Choice]
Case File #16: Quiet Affection [Chapter 7, Heroine Choice]
Case File #17: Take My Hand [Chapter 8, Heroine Choice]
Case File #18: Connection, and... [Chapter 8, Heroine Choice]
Case File #19: Feelings of Eternity [Chapter 8, Heroine Choice]
Case File #20: Skin Balm [Chapter 4, 2:00pm-2:55pm, Central Park]
Case File #21: The Reality of EMT [Chapter 5, 2:15pm-2:55pm, Construction Site]
Case File #22: Doll House [Chapter 6, 10:00am-10:25am, Village (Free Traveling)]
Case File #23: My First Patient [Chapter 7, 1:00pm-1:55pm, Battery Park]

Subaru Kujo

It Happened Early One Summer Day [Chapter 1]
I Refuse to Suffer Dense Students [Chapter 1]
My Blade Reflects the Full Moon [Chapter 5]
One Moment Destroys the Silence [Chapter 5]
A Flower Blooms [Chapter 5]
For You I Shall Risk Death [Chapter 5]
I Realized Too Late... [Chapter 5]
Perhaps I Can Just Stay Here [Chapter 5]
When the Curtain Rises, I Sing... [Chapter 5]
Why I Am Who I Am [Chapter 5]
Tis a Sad, Sad Love [Chapter 6]
Who Could Forget That Morning? [Chapter 7, Subaru's Date, Early]
Two Minds, One Heart [Chapter 7, Subaru's Date]
Let Me Sleep by Your Side [Chapter 7, Subaru's Date]
I Ask My Heart: What is Your Desire? [Chapter 7 (Second Half) Traveling, Mercury Club]
The Wheel of Fortune Turns... [Chapter 7, Heroine Choice]
I Just Wanted to Hold You [Chapter 7, Heroine Choice]
Myriad as the Stars in the Sky [Chapter 8, Heroine Choice]
I'll Always be With You [Chapter 8, Heroine Choice]
Move Beyond the Smile [Chapter 8, Heroine Choice]
"Of 36 Strategies, Retreat was the Best" [Chapter 1, 6:15pm-7:00pm, Library]
The Most Precious Never Changes [Chapter 2, 8:15pm-8:40pm, Mercury Club]
I Long for the Wind to Carry Our Song [Chapter 6, 8:15pm-8:55pm, Midtown (Free Traveling)]
Our Songs are Our Hearts - Sing With Me [Chapter 6, 10:00am-10:25am, Mercury Club]

Ratchet Altair

May, 1928 - Encounter! [Chapter 1 (Second Playthrough And Up)]
 May, 1928 - Defeat! [Chapter 1]
 May, 1928 - This Pure Feeling [Chapter 1]
 May, 1928 - A Boy Becomes a Man [Chapter 1]
 May, 1928 - Announce My Will [Chapter 1]
 NO DATA - Europe Assault Force [Chapter 5]
 January, 1927 - Memories of Tokyo [Chapter 5]
 December, 1928 - Cold Hands [Chapter 7, Ratchet's Date, Early]
 December, 1928 - Stay By Me [Chapter 7, Ratchet's Date]
 December, 1928 - What Can I Do? [Chapter 7, Ratchet's Date]
 December, 1928 - I'm Helpless [Chapter 7 (Second Half) Traveling, Auditorium]
 December, 1928 - I Just Want to Help [Chapter 7, Heroine Choice]
 December, 1928 - My Part [Chapter 8, Heroine Choice]
 December, 1928 - Feel My Heart [Chapter 8, Heroine Choice]
 December, 1928 - Passenger Seat [Chapter 8, Heroine Choice]
 December, 1928 - Let It Be [Chapter 8, Heroine Choice]
 January, 1929 - Eternal Night [Chapter 8, Heroine Choice]
 June, 1928 - My First Time [Chapter 2, 8:30pm, Manager's Office, Then Church]
 July, 1928 - Freeze! [Chapter 3, 8:00pm-8:55pm, Revue Facilities]
 August, 1928 - Treatment [Chapter 4, 8:15pm-8:55pm, Library]
 September, 1928 - A Sweet Allure [Chapter 5, 2:15pm-2:55pm, Warehouse/Rosita's House]
 October, 1928 - At the Library [Chapter 6, 8:15pm-8:55pm, Library]



Hot Spring: Go Into the Public Bath

Here you can have Shinjiro take a bath. What's the point of this? Well, if you've put in the correct password (check earlier in this section), then once the bath's over, you can put your normal clothes back on, or put on Shinjiro's theater performance outfit and run around the city as Peppermint. You can change into either outfit at any time.



Director's Office: Indulge In Memories

View all non-character-specific game images and movies here. Character-specific Chapter 8 preview movies, however, can also be viewed here.

Movies

Earth Warriors [Game Opening]
 Destination - New York! [Chapter 1]
 Bedlam in NYC [Chapter 1]
 Cleopatra the Musical [Chapter 1]
 Cheiron Attacks! [Chapter 2]
 Rosita is a Bounty Hunter! [Chapter 3]
 Toward a Bright Future [Chapter 4]
 Solidarity [Chapter 5]
 Duel on the Brooklyn Bridge [Chapter 6]
 Nobunaga Sets Forth to Battle [Chapter 7]
 Shinjiro vs. Sunnyside [Chapter 7]
 The 6th Heaven Descends [Chapter 7]
 CARP Anti-Air Defense [Chapter 8]
 With Our Faith [Chapter 8]
 The Skyscrapers are Pink [Chapter 8]
 Holiday with Gemini [Gemini's Ending]
 Holiday with Cheiron [Cheiron's Ending]
 Holiday with Rosita [Rosita's Ending]
 Holiday with Diana [Diana's Ending]
 Holiday with Subaru [Subaru's Ending]
 Holiday with Ratchet [Ratchet's Ending]
 In the Dumpster [Before Battles]
 Star, Get Aboard! [Before Battles]

Star, Move Out! [Before Battles]
 Ahab, Take Off! [Before Battles]
 Ahab, Prepare for Night Launch! [Before Battles]
 Change to Flight Form! [Before Battles]
 Sakura Wars - Episode Preview [Game Attract Sequence]
 Chapter 2 Preview [After Chapter 1]
 Chapter 3 Preview [After Chapter 2]
 Chapter 4 Preview [After Chapter 3]
 Chapter 5 Preview [After Chapter 4]
 Chapter 6 Preview [After Chapter 5]
 Chapter 7 Preview [After Chapter 6]
 Final Chapter Preview - Gemini [After Chapter 7, Gemini Chosen]
 Final Chapter Preview - Cheiron [After Chapter 7, Cheiron Chosen]
 Final Chapter Preview - Rosita [After Chapter 7, Rosita Chosen]
 Final Chapter Preview - Diana [After Chapter 7, Diana Chosen]
 Final Chapter Preview - Subaru [After Chapter 7, Subaru Chosen]
 Final Chapter Preview - Ratchet [After Chapter 7, Ratchet Chosen]

Photos

Road to the New York Combat Revue [Chapter 1]
 Mission Received [Chapter 1]
 Here Comes Kayama [Chapter 1]
 Welcome to the NYCRI! [Chapter 1]
 Demon Blade [Chapter 2]
 Jungle Revue [Chapter 3]
 Pancakes For Everyone [Chapter 3]
 Rosita is Everyone's Friend [Chapter 3]
 Ray of Hope [Chapter 4]
 Morning Scenery [Chapter 5]
 Shinjiro Makes His Acting Debut [Chapter 5]
 Shinjiro's First Experience [Chapter 5]
 Peppermint Makes an Appearance [Chapter 5]
 Peppermint Gets a Standing Ovation [Chapter 5]
 Christmas Show Prep 1 [Chapter 7]
 Christmas Show Prep 2 [Chapter 7]
 Christmas Show Prep 3 [Chapter 7]
 Today's Christmas [Chapter 7]
 Hand Out Presents [Chapter 7]
 Shinjiro's Operation [Chapter 7]
 Our Hearts Become One [Chapter 7]
 Determination [Chapter 7]
 Sunnyside's Battle [Chapter 8]
 Believe in Victory [Chapter 8]
 My Feelings for you [Chapter 8]
 Hope Springs Eternal in New York [Chapter 8]
 Invoke the Five-Ring Mandala! 1 [Chapter 8]
 Invoke the Five-Ring Mandala! 2 [Chapter 8]
 Invoke the Five-Ring Mandala! 3 [Chapter 8]
 On the Party Cruise 1 [Chapter 8]
 On the Party Cruise 2 [Chapter 8]
 Victory Pose: Episode 1 [Chapter 1]
 Victory Pose: Episode 2 [Chapter 2]
 Victory Pose: Episode 3 [Chapter 3]
 Victory Pose: Episode 4 [Chapter 4]
 Victory Pose: Episode 5 [Chapter 5]
 Victory Pose: Episode 6 [Chapter 6]
 Victory Pose: Episode 7 [Chapter 7]
 Basketball in Harlem [Chapter 3, 4:00pm-4:55pm, Back Alley]
 A Bundle of Arrows? [Chapter 3, 4:00pm-4:55pm, Backstage]
 Make it Tasty! [Chapter 3, 4:00pm-4:55pm, Cafe Samba]
 Return to Tranquility [Chapter 5, 2:15pm-2:55pm, Backstage]
 Cheiron, Rosita, Subaru, and Hypnosis [Chapter 5, 2:15pm-2:55pm, Cafe Samba]

Kayama's Elegant Pose [Chapter 5, 2:15pm-2:35pm, Battery Park]
 Beat Peppermint! [Chapter 5, 6:15pm-7:00pm, Director's Office]
 Crying is So Out of Character [Chapter 6, 8:15pm-8:55pm, Café Samba]
 Please Beat Them! [Chapter 6, 8:15pm-8:55pm, 5th Avenue]
 Kayama Elegantly Speaks [Chapter 6, 10:30am-11:00am, Central Park]
 Heart-broken [Chapter 8, Ending Sequence, High Trust With Cherry, Bar]
 Let's Drink Some Hot Chocolate [Chapter 8, Ending Sequence, High Trust With Anri, Gift Shop]



Revue Facilities | Reminisce On Battles

View Super Attack movies of the heroes and villains of the game here. Each move must be seen in-game before it's made available for viewing, and getting some moves have special requirements, listed below.

Standard Super Moves

The following moves are earned automatically over the course of the game. Perform to make them viewable here.

Mad Tiger Fang [Chapter 1, Shinjiro]
 Rumbling Wheel [Chapter 6, Gemini]
 Verdict Chain [Chapter 1, Cheiron]
 More! MORE! SHOOOOT! [Chapter 3, Rosita]
 Fatal Reprieve [Chapter 4, Diana]
 Lunatic Bloom [Chapter 1, Subaru]
 Mad Tiger's Breath [Chapter 1, Shinjiro]
 Stampeded Steed [Chapter 6, Gemini]
 Guilty Blow [Chapter 1, Cheiron]
 Go Go Buffalo! [Chapter 4, Rosita]
 Invasive Surgery [Chapter 4, Diana]
 Phantasmagoria [Chapter 1, Subaru]

Villain Specials

The following are the villains' special moves, which must be performed on your party in-battle to be viewable here.

Grudge of the Damned [Chapter 1, Ranmaru]
Blades of Thunder [Chapter 2, Kokuryu-Hime]
Granite Prison [Chapter 3, Dokurobo]
Dancing Infestation [Chapter 4, Yumedono]
Azure Flame [Chapter 5, Tsugarubi]
Pathway to Hell [Chapter 8, Nobunaga]
Royal Transformation [Chapter 8, Nobunaga]

Coupling Attacks

The following are the hidden Coupling Attacks (see the Basics section near the beginning of this guide), all of which have special requirements to obtain. For all of these:

- You must maximize your trust with the correct character in the correct chapter in by the time that Chapter's Battle Mode is active, and they must be also be your top teammate in that chapter as well. You can check for both of these in the Condition screen between sub-chapters. For example, if you want to use Cheiron's Coupling Attack, you need to have her as your top teammate and have as many trust points as possible with her by the time Chapter 2's final boss battles start.
 - If your teammate's Attack/Guard/Move bonus going into battle is at least +12/+10/+3, you're in good shape. +12/+10/+1 will also work if you're on your first playthrough.
 - With a couple of exceptions, however, that still won't be enough. You'll also very likely have to use all of your Help Me! and Protect commands on the teammate while in Battle Mode as well, as well as engage any battle-exclusive LIPS sequences involving them. The key is to wring out as much trust as possible. Remember that in multi-part battles, your command usages are brought back to full after each sequence, ready to be used again.
 - You'll know when you're finally able to do a the Coupling Attack because when Shinjiro and the designated teammate are next to each other and have full SP, either character's "Super Move" will be replaced with "Coupling." Take aim, and fire any of these off for big area damage, and to make their movies viewable in The Free & Easy Day.
 - In Chapters 7 and 8, you can use the Coupling Attack of whoever your chosen heroine is, provided their trust/stat bonus is still high enough.
- Let's Hit a Homer! [Chapter 6, Gemini]
I'll Be Right Here! [Chapter 2, Cheiron]
Aim at the Heart! [Rosita, Chapter 3]
You're Burning Up! [Diana, Chapter 4]
Meet Me After School! [Chapter 5, Subaru]
We are All One! [Chapter 8, Ratchet (build up her trust through the course of the game)]

Supernova

The final video in this section is linked to the Star Division's ultimate attack, Supernova. This attack takes a lot of work to get!

- You must be on second true playthrough. In other words, if Ratchet didn't pick you up at the beginning of your game, forget about it.

2. You must have scored at least 110 total relationship points during your current playthrough. This number is the total for all characters with whom you can accumulate relationship points (i.e. the five Star Division girls, Ratchet, Cherry and Anri).

- You need to have enough trust with Cherry and Anri to

unlock both of their special Chapter 8 endings. (In both cases, the point tally you need is 40).

- Use each Coupling Attack at least once in the playthrough. See the above Coupling Attacks for how to achieve these for each chapter and character. Ratchet's Coupling Attack does not need to be used, and if she's not your heroine, then you can choose someone you might have missed as your heroine, use their Coupling in Chapter 7 or 8, and still be in the running for Supernova.

- Everyone's Friendship must be at maximum level with each other. This means that when you open the Friendship menu, there should be thick red lines between Shinjiro and the rest of the team, and between all of the teammates themselves.

- Fulfilling these conditions will earn Shinjiro the coveted Skyscraper Samurai rank in Chapter 8, and only Chapter 8. This rank provides huge bonuses (see the Growth Chart for details), and has to be re-earned every playthrough--it doesn't carry over when your endgame stats are saves. You'll be able to use Supernova as well, which is essentially a screen-clearing blast for anything that isn't a boss. It's especially useful for battles such as protecting the Ahab at the beginning of the chapter.



Auditorium: Listen to Music

The game's jukebox mode. Here, you can listen to music from the game with Ratchet.

Track List

Affections
Coffee Break
Neon City
Littlelip Theater
Hello, New York!
That Uncontrollable Feeling

Anger
 A Narrow Mind
 Welcome to Broadway!
 Emergency
 Flashing Sword
 What?!
 Prelude to a Duel
 It's Showtime!
 6th Heaven
 His Ambition
 Orchid
 Ruler Under Heaven
 Go Go NYCRI
 Assault
 Winged Warriors
 Apostles of Destruction
 Mortal, Immortal
 Victory is Within My Grasp
 Earth Warriors (Final Battle)
 Ahab, Take Off!
 New York in Love
 Earth Warriors
 Kiss Me Sweet
 My Dream
 Downtown Heart
 Bounty Hunter Rosita
 Watching the Sky One Day
 Glittering Constellations
 Silver Wind
 This is Paradise
 Earth Warriors



Backstage: Play Quiz Game

Here, you can brush up on some trivia. Cherry and Anri will grill you about this game's events and characters! Your super-special prize for winning this is... a photo of Peppermint. Now that you've been given proper incentive, it's time to get to it! Answers to the quiz questions are below.

Q: Who teaches Gemini to dance for the Christmas show?
A: Subaru

Q: What does Diana do when she is not working at the Theater?
A: She's a medical professional

Q: What line does the Star Division shout before every battle?
A: It's showtime!

Q: What does Gemini call Shinjiro?
A: Shiny

Q: What does Geminine call Shinjiro?
A: Shinjiro

Q: What is Mifune's mantra? Put your hands on your chest and...
A: Massage them

Q: Which heroine can you choose as your final partner?
A: Ratchet

Q: What is the name of the duo Sunnyside offers to form with you?
A: Mint Chocolate Chip

Q: Which hand is Sunnyside always putting up in the air?
A: Right

Q: What is the name of the Japanese goods shop that Kayama runs?
A: ROMANDO

Q: What was in the package that Commander Ogami gave you?
A: A mirror

Q: What does Anri want to be sometime in the future?
A: A boutique owner

Q: What do you, Gemini, and Kayama see at the Metropolitan Museum, besides the Japan Exhibit?
A: The Egypt Exhibit

Q: Who washes Rosita's hair during the sleepover vacation?
A: Cherry

Q: What is Cheiron's least favorite kind of animal?
A: Dog

Q: How do you cook an egg sunnyside-up?
A: Fry it on one side

Q: Where does Kayama take you in Chapter 2?
A: The museum

Q: What did Subaru use as a weapon during your duel?
A: A bladed steel fan

Q: On what part of Cheiron's body will you find the Five-Ring mark?
A: Stomach

Q: What altitude did the Ahab have to reach in order to charge into Azuchi Castle?
A: 7,000 feet

Q: What is the name of the ship that appeared in Chapter 5?
A: Manhattan Princess II

Q: What's the name of the Super Attack Gemini uses on land?
A: Rumbling Wheel

Q: Peppermint's blond hair sure is cute. But what color are her eyebrows?
A: Black

Q: What does Rosita plan to do to get even with Subaru in Chapter 5?
A: Tie her up

Q: Which of the following is not in Gemini's apartment?
A: Bookshelf

Q: Who pilots Silent Star?
A: Diana

Q: Cherry and Anri belong to which of the following divisions?
A: Rainbow Division

Q: What do I like most about my body? (Cherry's asking this)
A: Lips

Q: Where does Subaru live?
A: In a trendy hotel

Q: What is the name of the robber who is forced to become Dokurobo's henchman?
A: Tommy

Q: What is Rosita's nickname for her pet, Niccolo?
A: Plan B

Q: What present did Sunnyside bring to the Christmas party?
A: A photo of himself

Q: What do you say when you use the "Help" command for Diana?
A: "Treat me, Diana!"

Q: Which of the following does Kokuryu summon and control in Chapter 2?
A: Thunder

Q: What role does Rosita play in "Jungle Revue"?
A: Jungle Sheriff

Q: What is the name of the group that Cheiron heads up?
A: The Centaurs

Q: Your stage name is Peppermint, right? Why did I give you that name?
A: No reason

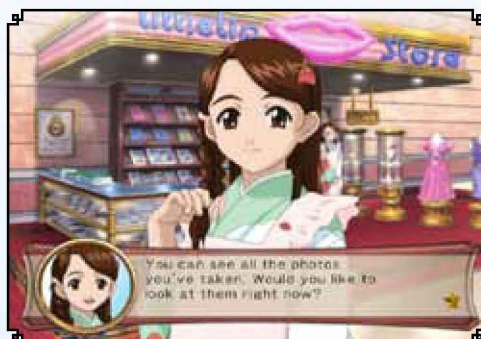
Q: Who pilots the giant robot, Garan?
A: Ranmaru

Q: What did Ratchet get for you at the expensive boutique?
A: A necktie



Bar: Photograph

Here, you can have any of the heroines you've beaten the game with pose as a "model" for various snapshots around the city. You can change their poses as well. If there's a picture you've always wanted to take in this game, this is the place to do it!



Gift Shop: Browse Photos (aka Bromides)

Here, you can view all of the special photos acquirable in the game. Below is a list of each photo, and information on how to obtain them. Most of them can only be obtained via passwords that you can enter in ROMANDO during The Free & Easy Day In NY. For those, refer to the Passwords section just past this one.

The following can be obtained via buying them at the gift shop normally.

Photo of Gemini [Chapter 7]
Photo of Cheiron [Chapters 1-7]
Photo of Rosita [Chapters 3-7]
Photo of Diana [Chapters 5-7]
Photo of Subaru [Chapters 1-7]
Photo of Ratchet [Chapters 1-7]

The following have special conditions:

Photo of a Pair [Chapter 8, Have High Trust With Both]
Photo of Peppermint [Win The Quiz Game In Free & Easy Day In NY]

The following are obtained via Cherry's Cameratron missions. Take a picture in the correct location at the correct time in the correct chapter, then bring the photo back to Cherry to get them.

Secret Photo of Gemini [Chapter 2, Maggie's Grocery, 10:00am-11:25am]
Secret Photo of Cheiron [Chapter 6, Back Alley, 10:00am-10:55am]
Secret Photo of Rosita [Chapter 4, Chinatown, 2:00pm-2:55pm]
Secret Photo of Diana [Chapter 5, Central Park, 2:15pm-2:55pm]
Secret Photo of Subaru [Chapter 3, Mercury Club, 4:30pm-4:55pm]
Secret Photo of Ratchet [Chapter 7, 5th Avenue, 10:00am-10:55pm]

The following are obtained via inputting a password. See the Passwords section for details.

Gemini & Gemini
Cheiron & Sagittarius
Rosita & Aries
Diana & Capricorn
Subaru & Taurus
Ratchet & Aquila
Special Photo of Gemini
Special Photo of Cheiron
Special Photo of Rosita
Special Photo of Diana
Special Photo of Subaru
Special Photo of Ratchet
Special Photo of Cherry
Special Photo of Anri
Special Photo of Sunnyside
Battle Photo of Gemini
Battle Photo of Cheiron
Battle Photo of Rosita
Battle Photo of Diana
Battle Photo of Subaru
Battle Photo of Ratchet
Battle Photo of Cherry
Battle Photo of Anri
Battle Photo of Shinjiro
Photo of Gemini Acting
Photo of Cheiron Acting
Photo of Rosita Acting

Photo of Diana Acting
Photo of Subaru Acting
Photo of Shinjiro Acting

The following are obtained via inputting a password, then buying them in-game. See the Passwords section for details.

Special Photo of Sakura
Special Photo of Sumire
Special Photo of Maria
Special Photo of Kanna
Special Photo of Iris
Special Photo of Kohran
Special Photo of Reni
Special Photo of Orihime
Special Photo of the Princess Trio
Special Photo of Erica
Special Photo of Glycine
Special Photo of Coquelicot
Special Photo of Lobelia
Special Photo of Fireworks
Special Photo of Mel & CeCe



ROMANDO: Enter Passwords

Enter passwords to unlock *Sakura Wars*'s hidden content.

PlayStation 2

Photo: Gemini & Gemini 114005404218
Photo: Special Photo of Gemini 172845219998
Photo: Battle Photo of Gemini 196725818238
Photo: Cheiron & Sagittarius 153265510968
Photo: Special Photo of Cheiron 135585779248
Photo: Battle Photo of Cheiron 187039076518
Photo: Rosita & Aries 161859270498
Photo: Special Photo of Rosita 160799895538
Photo: Battle Photo of Rosita 122279596468
Photo: Diana & Capricorn 146519751548

Photo: Special Photo of Diana 103407055018
 Photo: Battle Photo of Diana 715304330718
 Photo: Subaru & Taurus 779144989698
 Photo: Special Photo of Subaru 791624186738
 Photo: Battle Photo of Subaru 790962480668
 Photo: Ratchet & Aquila 752482665748
 Photo: Special Photo of Ratchet 736332366218
 Photo: Battle Photo of Ratchet 788152921998
 Photo: Special Photo of Cherry 765692125238
 Photo: Special Photo of Anri 729976422968
 Photo: Special Photo of Sunnyside 741416641248
 Photo: Battle Photo of Shinjiro 740506343518
 Photo: Photo of Shinjiro Acting 702046942498
 Photo: Photo of Gemini Acting 916826107538
 Photo: Photo of Cheiron Acting 978768403468
 Photo: Photo of Rosita Acting 995288604548
 Photo: Photo of Diana Acting 959538817018
 Photo: Photo of Subaru Acting 931058518398
 Photo: Battle Photo of Cherry 930898714038
 Photo: Battle Photo of Anri 984773079368

Unlock All Above Photos 966213278048

Cameratron Ringtone: Gemini 119880017018
 Cameratron Ringtone: Cheiron 117301583548
 Cameratron Ringtone: Rosita 111088841698
 Cameratron Ringtone: Diana 111391416468
 Cameratron Ringtone: Subaru 111379387198
 Cameratron Ringtone: Ratchet 111374272018
 All Cameratron Ringtones 113742917238

Ability To Buy Imperial Assault Force: Flower Division Special
 Photos At ROMANDO (Sakura, Sumire, Maria, Kanna, Iris,

Kohran, Reni, Orihime, Princess Trio) 111315063698
 Ability To Buy Chat Noir Special Photos At ROMANDO
 (Erica, Glycine, Coquelicot, Lobelia, Fireworks, Mel & CeCe)
 111374210238

Unlock The Above Two At Once 111374572138

Peppermint Costume 111315453168

Unlock All Items 921364580098

Wii

Photo: Gemini & Gemini 945476282278
 Photo: Special Photo of Gemini 909316867958
 Photo: Battle Photo of Gemini 511006563288
 Photo: Cheiron & Sagittarius 510846764928
 Photo: Special Photo of Cheiron 574728027208

Photo: Battle Photo of Cheiron 596268228578
 Photo: Rosita & Aries 558588824458
 Photo: Special Photo of Rosita 535038549588
 Photo: Battle Photo of Rosita 589858748428
 Photo: Diana & Capricorn 567793040508
 Photo: Special Photo of Diana 560273209078
 Photo: Battle Photo of Diana 524513806358
 Photo: Subaru & Taurus 546403500088
 Photo: Special Photo of Subaru 508343915328
 Photo: Battle Photo of Subaru 313123116008
 Photo: Ratchet & Aquila 379665471878
 Photo: Special Photo of Ratchet 397985673158
 Photo: Battle Photo of Ratchet 390435372888
 Photo: Special Photo of Cherry 354355997128
 Photo: Special Photo of Anri 332195193808
 Photo: Special Photo of Sunnyside 388679494778
 Photo: Battle Photo of Shinjiro 363919657658
 Photo: Photo of Shinjiro Acting 329209358788
 Photo: Photo of Gemini Acting 347549954628
 Photo: Photo of Cheiron Acting 340029139708
 Photo: Photo of Rosita Acting 304867438278
 Photo: Photo of Diana Acting 812787630958
 Photo: Photo of Subaru Acting 878237389288
 Photo: Battle Photo of Cherry 893557986928
 Photo: Battle Photo of Anri 859097180208

Unlock All Above Photos 837871465578

Cameratron Ringtone: Gemini 922566130958
 Cameratron Ringtone: Cheiron 926906817278
 Cameratron Ringtone: Rosita 928267292088
 Cameratron Ringtone: Diana 928935668428
 Cameratron Ringtone: Subaru 928974804588
 Cameratron Ringtone: Ratchet 928993468958

Unlock All Cameratron Ringtones 924005530128

Ability To Buy Imperial Assault Force: Flower Division Special
 Photos At ROMANDO (Sakura, Sumire, Maria, Kanna, Iris,
 Kohran, Reni, Orihime, Princess Trio) 928996495658
 Ability To Buy Chat Noir Special Photos At ROMANDO
 (Erica, Glycine, Coquelicot, Lobelia, Fireworks, Mel & CeCe)
 928993482128

Peppermint Costume 928996605128

Unlock All Items 838907974058



See you again!

Until next time...